Meinolf Schneider

The Oxyd® Book

General Edition

Environmentally undamaging and biodegradable, because it is 100% oxygen bleached!

The Oxyd® Book
(General Edition)

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Dongleware Publishing, Inc.
P.O. Box 391829, 35 Howard St.
Cambridge, MA 02139
Phone 1-800-228-OXYD

Ask for the newest program version if you have problems with the installation with your system or with other functions of Oxyd. If you did not buy this program or this book directly from Dongleware Publishing, Inc. then you should register in writing or by calling 1-800-228-OXYD. You will then automatically receive information when new Dongleware products appear.

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Chapter One
Welcome to Oxyd

Welcome to the world of Oxyd. Investigate the unknown world of bits and bytes in your computer. In the guise of a small black glass marble you will wander through landscapes with manifold types of tokens, landscapes full of uncountable objects. And truly fascinating landscapes they are ....

But this world is threatened: overnight the mysterious Oxyds, which provide the world with vital oxygen, have closed themselves. Now the entire world threatens to suffocate. Only you can rescue this digital world.

Your task is to find all Oxyds in a given landscape and to touch them. Two of each of these Oxyds have the same pattern or color and must be touched one after the other in order to remain opened and to give out vital oxygen. If it was only as simple as it sounds! Unfortunately the Oxyds are scattered far and wide through the landscape, and you must frequently think very carefully indeed, before you can even get to them. In addition, most of the other tokens and objects in this world have completely unknown effects. Every token and every object has its own particular characteristics and is connected in a complex fashion with the other tokens and objects. Besides courage and talent you also need a good deal of scientific curiosity.

Not until all Oxyds have been opened can you reach the next landscape. The Oxyd world consists of 100 different landscapes. You have a long way to go before you can rescue all landscapes from suffocation. But it pays off: as savior of the Oxyd world you will have ample rewards.

Chapter 2
Entry into the Oxyd World

You can start Oxyd from a disk or copy it onto your hard disk and start it from there. With Amiga and Atari it is also possible to boot with the game disk directly. Otherwise just start the game with a double click on the program file Oxyd™, if you want the monochrome (black & white) version, or click the file Oxyd™ Color for the color version of the game. By the way - the color version cannot be played using a gray tone monitor, as the Oxyds are not differentiated here by patterns, but rather by colors.

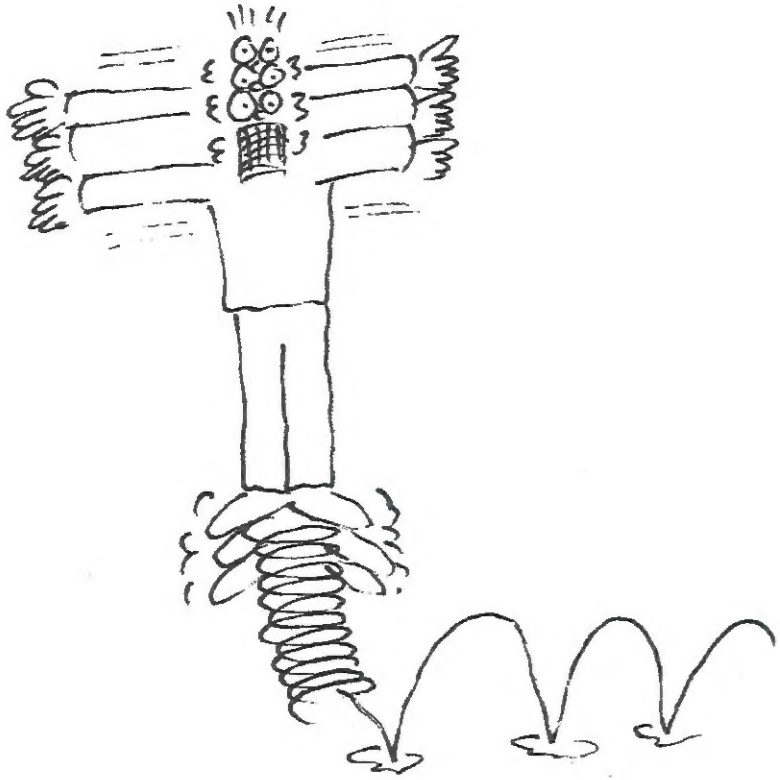
IBM-PC owners can choose among three different Oxyd versions, according to which graphic card is used in the system:

OXYD_HGC.EXE
This is the IBM-Oxyd version for the Hercules graphic card. You need, aside from a Hercules graphic card, at least 600 KByte free working memory (DOS = High). If you have a 512 KByte EMS memory, then you will have the pleasure of experiencing Oxyd with sound.

OXYD_EGA.EXE
This monochrome IBM-Oxyd version can be used with all EGA or VGA graphic cards. Here too you will need at least 600 KByte free working memory (DOS = High). Sounds once again are only possible if at least 512 KByte EMS memory are available.

OXYD_VGA.EXE
This color IBM Oxyd version can only be used with VGA graphic cards with at least 256 KByte memory. You will need 540 KByte main memory and 1 MByte EMS memory. For sound however you need an additional 512 KByte EMS memory. Your system should have at least a 386 processor when starting this program.

The following is valid for all IBM Oxyd versions: MS-DOS 5.0 must be installed and, if your system has only 1 MByte memory available, a main memory of at least 540 KByte must also be available. An EMS driver for the administration of the UMB must also be installed. Sound is not possible with a memory of only 1 MByte.



The Main Menu of Oxyd

Once the program is loaded the game leader will appear and then the title picture with a short description of the possible functions. (The leader can be interrupted by pressing a mouse button.) You then have the following choices:

F1 or left mouse button Mac:⌘1 or mouse button

With this key you start the normal 1-player game.

F2 or right mouse button Mac:⌘2

With this key you start the linked game. For this you need a second computer. You can then solve further landscapes with a partner.

F3 Mac:⌘3

With this key you can restart the game at the last landscape visited. If you restart midgame you destroy the marble in use and start the landscape anew, with the loss of one reserve marble.

F4 Mac:⌘4

With this key you can switch the timed game option on and off.

F5 Mac:⌘5

With this key you can switch the sound on and off. With IBM computers this key sets the various sound production possibilities:

Draft Sound: via internal loudspeaker with minimum memory load, a whistle is heard (because of the principle of this type of sound production).

Quality Sound: via internal loudspeaker with increased memory load, therefore increased sound quality.

Dongle-Sound: via printer port. For this you need a special apparatus which is attached to your HiFi system and which offers much better sound than that of the internal loudspeaker. The Dongle Sound Box is obtainable for $39 directly from Dongleware Publishing, Inc. USA.

Soundblaster: via a Soudblaster card.

F7 Mac:⌘7

With this key the interface for the linked game can be set up. With Atari you can use this key to choose between the serial and the MIDI interface. With Macintosh you can choose between the normal serial interface and AppleTalk, and set up the latter. This menu item does not apply to Amiga and IBM. The first serial interface (COM 1) is always used for the mouse in IBM, the second interface (COM 2) is used for the linked game.

F8 Mac:⌘8

With this key you can call up a short guide to Oxyd.

F9 Mac:⌘9

With this key you call up information about Dongleware.

F10 Mac:⌘Q

With this key you end the game and return to the desktop. If the computer was booted with the game (only Atari & Amiga), this starts a boot.

ESC Mac:⌘./ESC

With this key you can interrupt the game at any time and you will return to the Oxyd main menu.

Choosing Language

When starting Oxyd the country code in the system is asked - according to the capabilities of the various computer types - and the language for the text output is set. In addition you can select which language you want with the following key combinations:

Alternate D or ⌘D

With this key you can choose German-language text output.

Alternate E or ⌘E

With this key you can choose English-language text output.

Alternate F or ⌘F

With this key you can choose French-language text output.

Collecting Objects

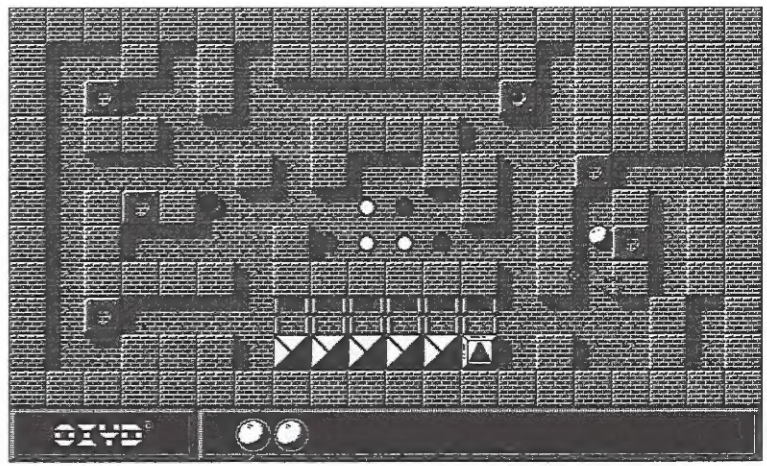
In order to collect the various objects in the landscapes, just roll over them with your marble. The collected objects then appear at bottom of the screen in the indicator. A maximum of 13 objects can be collected. With the right-hand mouse button you can sort your inventory. The object appearing at extreme left in the indicator can be activated with the left-hand mouse button or laid down in the field where the marble is momentarily located. If an object is already in the field, you cannot place a second object there. You can prevent pick-up of an object by keeping the right or left mouse button pressed.

Since the Macintosh mouse only has one key, the tab key is used in place of the second mouse button.

Secret Numbers

After every landscape a secret number appears, which should be noted. This number enables you to choose a landscape directly, or, when interrupting a game, to continue play in the same landscape.

The key with to which the secret numbers are calculated is changed as soon as you play Landscape #10 without the time option! So don't repeatedly play Landscape #10 without the time option, or your hard-earned secret numbers will be lost.

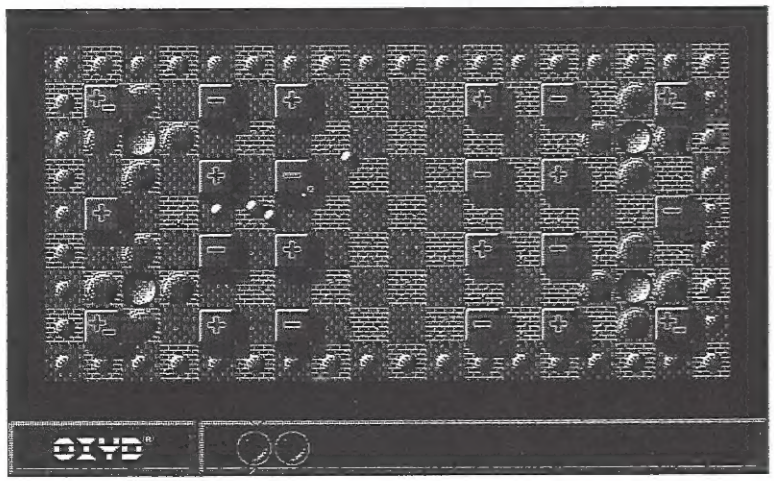


Chapter 3
Meditation Landscapes

After successfully supplying 9 landscapes with oxygen, you must prove your mettle in one of the nerve-racking Meditation Landscapes. There you must transport several small white or green balls into various pits, whereby all the balls are normally steered by mouse. The cardinal rule for all those attempting this type of landscape is: E A S Y D O E S I T !!!

To have even a faint chance, you must have careful mouse coordination; frantic mouse movement results only in the risk of having one of the balls drop or otherwise break to bits which causes the landscape to start again from the beginning.

Not until all the balls are lying still in the pits can you move forward to another landscape in the Oxyd world.

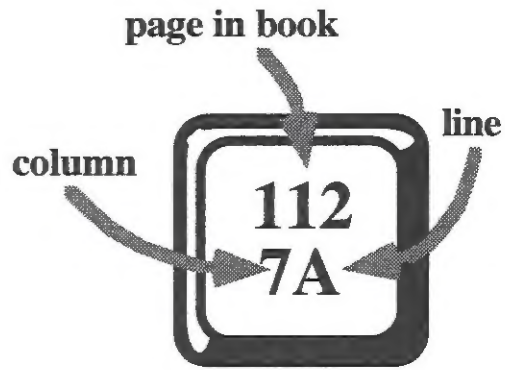


One of the many nerve-racking Meditation Landscapes in Oxyd.

Chapter 4
Magic Tokens

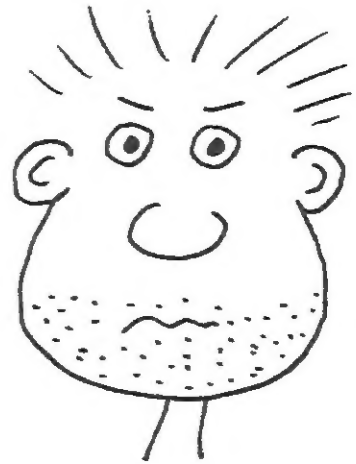
A particularly nasty type of token inhabits the landscapes beyond the tenth world: the magic tokens. They often occupy just those spots where they block your way completely. If you are not lucky enough to find another way around them, then you will need this Oxyd book. This contains the magic formulas with which you can fix these blasted tokens once and for all. We obtained the magic formulas from Dr. Mouseclick, who personally knows someone who has rescued the Oxyd world from certain death once already. For this reason Dr. Mouseclick has been able to give us some other important information, which you can read up on in the chapter on Tips & Tricks. First of all, though, here are the instructions for expert use of the magic formulas:

Fortunately the magic tokens themselves give away which magic formula is most effective for their destruction. If you meet up with such a token in your wanderings, consult the Oxyd book. On the tokens there is an inscription. The number at the top on the token gives you the page number in the Oxyd book that you must look up. The lower line gives you the column and line, in which you will find the correct magic formula. Look on the corresponding page for the 3 digit magic formula and type its letters or digits. When the formula is right, the magic token disappears forever!



The use of the magic formulas not only removes the token in question, but also has an effect upon the entire population of this type of token. The more such tokens you magically remove, the smaller the probability becomes of these appearing in the subsequent landscapes.

WANTED



HARRY HACKER

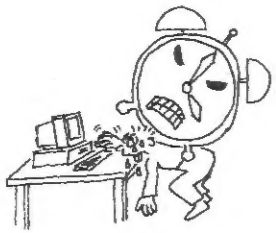
Wanted for
illegal copying of the Oxyd magic formulas by night,
armed data robbery,
&
asocial stupidity in at least five cases.

Description:
chronically inflamed index finger
incapable of programming
speaks only broken BASIC

Please report any information, anonymously if you wish, to your local department of the data police.

Chapter 5
Playing for Time

At some point you will certainly have played through all of the Oxyd landscapes and you will have a secret number for every landscape. In these circumstances it would be very interesting to try playing against the clock. To do this you must switch on the timing option in the title with the F4 key (with Macintosh ⌘4). When a landscape is started, you will then see, while the screen is changing over, the best time for this landscape at the bottom of the screen. On the left a ticking clock then appears. Now try to get through the landscape in the shortest time possible for you. If you are faster than the best time, then you can enter your initials into the "Best" list. The best time and the initials of the corresponding player are saved automatically for each landscape under the file name *MINTIMES.OX1*. If you want a "fresh" list, you can erase this file. At the next start the program makes a new "Best" list with the maximum time (99:59 minutes each) for each landscape. In the case of a winning time a verification code is shown. This is an 8-digit number calculated with the best time and landscape number. With this number you can prove that you didn't cheat. So, if anyone happens to doubt your best time, he can call the Oxyd SOS-line with the code and, by giving the time and landscape number, obtain confirmation of your performance.



In contrast to the normal game, the timed game is interrupted after completion of the landscape, so that you can choose a new landscape for another timed game.

Chapter 6
Two-Player Game

To be exact, Oxyd doesn't just contain 100 landscapes. There are in fact 200 landscapes! The first 100 landscapes have to be rescued by you alone, without any help. For the other 100 landscapes you need a friend with a computer. By connecting two computers you can then play (work?) through the other 100 landscapes together. Here you will meet up with lots more surprises. For this you and your friend will have to become a practised team.

This playing mode is called linked game. For the built-in linked game mode you need the following ingredients:

1. Two computers.
2. Two disks with the Oxyd program.
3. A null modem cable or
   two MIDI cables (Atari only) or
   two modems and a fat bank account, if you play over a telephone line, or
   any network (Macintosh or NeXT only).
4. Another person (it might be better if this person is not a friend...) for the second computer.
5. Lots of coffee.

Who with who?

We wish to point out right away that there can be problems with a linked game if two different computer types or models are used. Both computers must have processors from the same family. A computer with a 68000 and one with a 386 will never be able to play together. But the possibility exists, for example, of connecting a 68000 with a 68030 or a 286 with a 486. In both the same Oxyd version must run, otherwise synchronicity of play is not ensured. Also, mixing of graphic resolutions is not possible. Oxyd must run in the same resolution on both computers. You can see which graphic resolutions there are among the various computers, relative to the screen size needed by Oxyd:

High resolution (640*400 dot) in 16 colors
Macintosh, Mac-LC-Classic (with 512*384 section), Atari TT/Falcon, NeXT and IBM with VGA

High resolution (640*400 dot) in monochrome
Macintosh, Mac-Classic (with 512*384 section), Atari Falcon, Atari ST/TT/Falcon, NeXT and IBM with VGA

Low resolution (320*200 dot) in 16 colors
Atari ST/TT/Falcon

Low resolution (320*200 dot) in 32 colors
Amiga

High resolution (640*300 dot) in monochrome
IBM with Hercules, VGA or EGA graphic card

The program has a built-in compatibility test, with which the viability of the connection of the two computers is checked before starting the game. If this test shows an incompatibility, the called-up computer shows the message *Linked game is impossible!* at the start. If this message appears, watch for the version number when starting Oxyd. It will appear after starting in the bottom left of the title (e.g. V3). The same version must be run on both computers. If both versions are the same and both computers are running with the same screen resolution, and the message appears in spite of this, then the linked game is not possible at all.

Setting up a link

When you have 2 computers available that get along together, then set up these two computers in separate rooms. The windows should have bars. Hard objects capable of causing injury should be removed beforehand. When setting up a MIDI connection (Atari only), connect the two computers with the MIDI cables - the MIDI-IN socket of the one with the MIDI-OUT socket of the other. When setting up a null modem connection, that is a direct connection of two computers via the serial interfaces, connect each interface with a null modem cable. For playing over the telephone connect your computer to your modem via the serial interface. If you want to play with a Macintosh via AppleTalk, please make sure that your computer is connected to the network and that AppleTalk has been activated before starting the game. This is possible in the Apple Menu of the Finder under the menu item *chooser*.

Now the doors of each room should be locked from the inside and the keys thrown out the window. Each player can now start the Oxyd program.

After the Oxyd title appears, both players should be able to communicate alphanumerically via the keyboards. Everything that is entered through the keyboard from now on will be sent to the other computer via the interface and will appear in the lower line on each screen. If this is not the case, then you will have to take steps to set up the desired connection:

MODEM Connection

The Baud rate of the serial interface can be set with special commands. These commands are initiated with the keys "RETURN" and "#" . The RETURN key always erases the current entry line. The symbol "#" must consequently always be the first symbol in the entry line, in order for the following to be interpreted as a command. As a standard a Baud rate of 2400 Baud is set. Much higher Baud rates are not really necessary. The command "#0" would set the Baud rate at 1200. ("#0" for 1200 Baud, "#1" for 2400 Baud, "#2" for 4800 Baud, "#3" for 9600 Baud", and "#4" for 19200 Baud).

If Oxyd is to be played over a modem, then the first thing to set up is the telephone connection. All entries are first sent to the modem. Therefore you first have to give the modem the commands for setting up connection. The manual for your modem will tell you which commands to use. With a Hayes-compatible modem you could for example print "atz" and then RETURN to initialize the modem. With the command "atdp062238740" (pulse choice procedure) or "atdt5191234" (tone choice procedure) you would then choose the desired connection.

Macintosh and AppleTalk

The Apple Macintosh supports not only the normal serial interface, but also AppleTalk. The interface for the linked game can be chosen with the menu item *link choice* (⌘7) in the Oxyd main menu. The computer connection will be realised via the direct serial interface or via AppleTalk. Should you decide upon AppleTalk then you will first have to enter the name under which you wish to be known in the AppleTalk network. After this a list of all other possible players currently on network and located in the menu *link choice* appears. From this list a co-player can be selected. It can sometimes happen that nobody has yet entered his/her name into the network. In this case you will have to wait until a name to be chosen appears on-screen. When a choice has been successfully made the Oxyd main menu appears again automatically and further communication between players then takes place via the lower line of the screen, as usual.

When playing in a heavily loaded network the game speed may be reduced considerably. The serial interface on the other hand always guarantees a rapid game pace.

Starting a Linked Game

When keyboard communication is functioning then the linked game can be started with F2 (with Macintosh ⌘2). It is important that only one player implement this, otherwise communications problems may crop up. In that case both players must press ESC (or ⌘.) or simply wait until the title appears again. The player who pressed F2 (⌘2) has the black marble in the game, the other player the white.

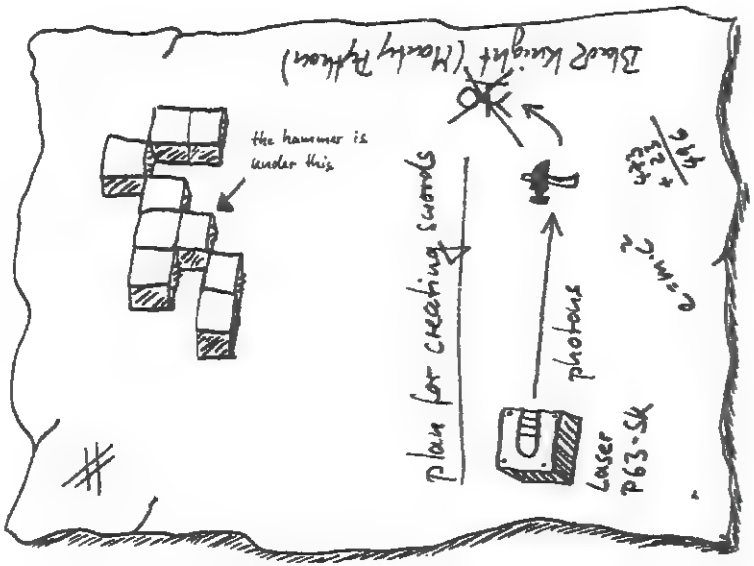
The game can begin! The goal is to solve all pictures together, whereby in linked game mode there is a particular advantage: if one player loses all his lives, and the other player can solve the current picture alone, then the first player gets an extra life for the next landscape.

Desynchronisations

Unfortunately, sad coincidences can lead to both computers suddenly simulating different worlds. This can be caused for example by an unnoticed transmission error. The game continues, but each computer then carries out the calculations with different marble positions. If you are playing over telephone, then you will have little chance of establishing this error. Oxyd does however check the marble positions at regular intervals. If differences are noticed, then the message *DESYNCHRONISATION* immediately appears. If this happens, you can do only one thing: leave the current landscape with ESC (or ⌘.) and start it again.

Chapter 7
Tips & Tricks

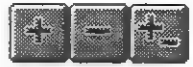
Besides the many magic formulas we also received some sketches and hints from Dr. Mouseclick, which appear to describe some important conditions of the world. If you become completely baffled at some point in your wanderings, then you should definitely read this chapter through.



This sketch probably describes a place where a hammer was hidden.

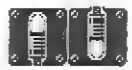
Black and White Tiles

In the linked game there is something worth mentioning in connection with the black and white tiles: if a figure is located on a black tile, then it can only be controlled by the player with the black marble. The reverse holds true for a figure located on a white surface - only the player with the white marble controls it.



Electric Tokens

These tokens and their effect have only been discovered recently. Every brush against one of these tokens causes the figure concerned to become electrically charged. The charge can be negative or positive. As long as no other figure is nearby, you won't notice the charge. But if a figure with a different charge comes too close - watch out! For then both figures will be irresistably attracted to one another. This situation can frequently "attract" uncomfortable consequences, too. But sometimes this effect can be used to your advantage, especially if there are two of you playing and deep chasms bar the path. In the case of identical charges the two figures repel each other. This last effect is extremely useful when being pursued.



Lasers

Photon-emitting tokens should always be treated with care. In most cases there is a switch token somewhere nearby, with which you can switch the laser on and off. If you run into a photon ray, you've had it. The only way to get around a photon ray is to jump over it. If you don't happen to have a jumper just then and you cannot switch off the laser, then you can only surround the photon ray with mirrors, thus deflecting it.

And in general: we have noticed that some objects and tokens react very strangely to photon irradiation. However, there is as yet no precise description of what objects react how....

Mirrors

The group of mirror tokens has several subgroups. All of them have in common the ability to deflect photon rays. The way in which they deflect them varies, however. One basic difference is in the color of the mirror frame: specially colored frames can be pushed. The color of the mirrors themselves permits drawing conclusions as to the type of reflection. Solid mirrors reflect the entire photon ray. If the mirror is not solid, only part of the photon ray is reflected, the other part continues in the original direction. If a photon ray hits a non-solid mirror lengthwise, then the entire photon ray is absorbed.

The frames with the triangular mirrors are the cause of many headaches. On the right side the photon ray is reflected in the opposite direction. Please note in this connection that re-reflections must also be taken into account! If the ray hits the mirror on the side, it will be reflected at 90°. It gets really interesting when a ray hits the peak of a triangular mirror. The ray is split, so that one part is reflected at 90° to the right and the other at 90° to the left.

The Sack

With the sack you can collect more than 13 objects and send them by mail, without having to use the objects when they are set down (e.g. the dynamite sticks don't explode).

"Puzzling"

Removing puzzle tokens is often a long, hard job. By touching puzzle tokens they are pushed in the direction of contact. Not until all puzzle tokens are joined correctly to all the surrounding puzzle pieces, i.e. no open connecting pieces, will the next contact with a token cause them all to explode. This last step is very dangerous indeed. Many a marble has been blown to smithereens by it. So - as soon as things are ready, touch that last token - and head for the hills!

The Flags

There are two kinds of flags, one with a small black ball at the end of the flagpole, one with a white ball. By planting a flag somewhere, a new starting position for the black or white marble respectively can be set, if a marble is destroyed.

The Bombs

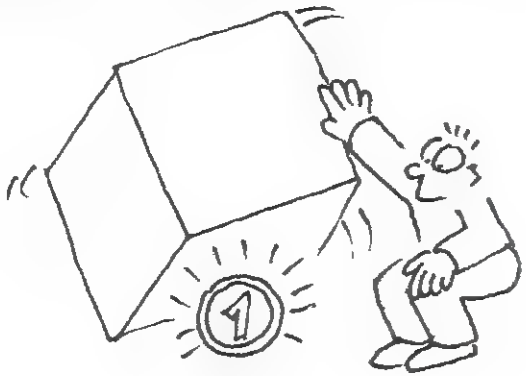
Two different types of bombs are known at present: black bombs and white bombs. When the black bombs are set off, the tiles upon which they were lying are destroyed. The white bombs are more powerful and destroy the neighboring vertical and horizontal tiles. The bombs can be set off with dynamite (among other things). Please be careful when setting them off! An exploding bomb will set off all the vertically and horizontally neighboring bombs! Only bombs can remove the bomb tokens.

Occasionally you will do find boxes that simply fall apart when a bomb explodes, and thus replace the tiles which had been destroyed by the bomb.

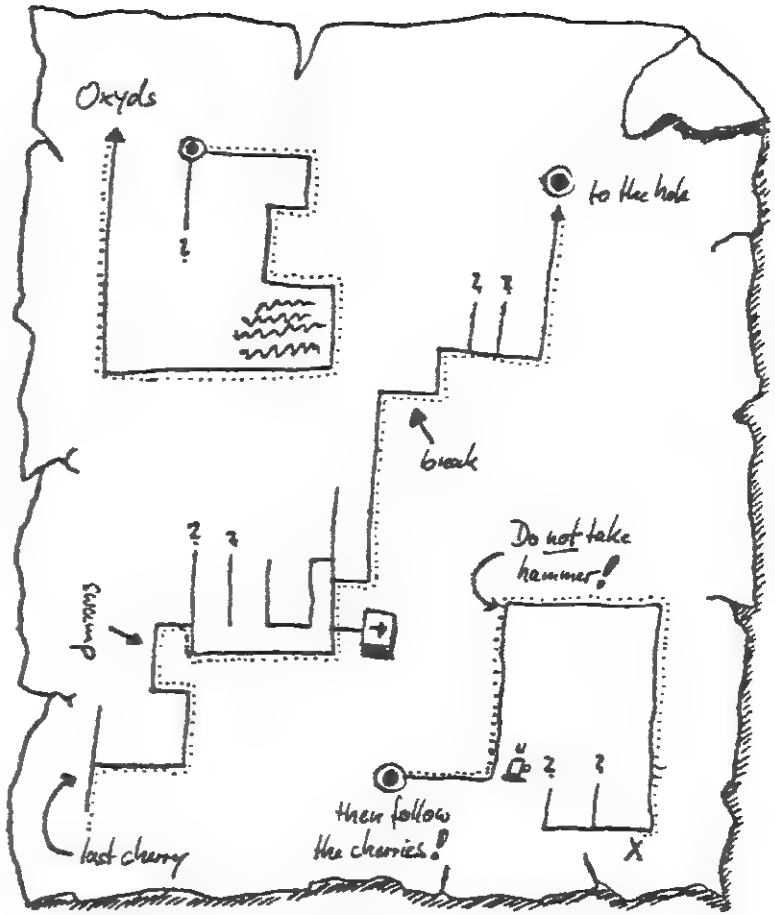
Movable Tokens

Many tokens are movable, if you just roll against them hard enough. (In some situations you have to try things the hard way!) But watch out! If you push a token over some object, the object may "deform". The behavior of the tokens on various surfaces is also quite different. We know, for example, that the wood tokens build new planks, when pushed onto a chasm. Other tokens however just fall in and disappear for good.

A lot of tokens resemble one another (or are even identical), but have differing specifications. You should not believe everything you see in a landscape!



Dr. Mouseclick has assured us that each and every landscape in the Oxyd world can be solved!

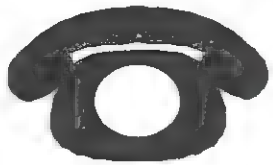


It is not known where this sketch was found. It seems to describe the route through a labyrinth.

Chapter 8
Up the Creek without a Paddle?

If at some point you are stock and, in spite of all the tips in the previous chapter, you feel you are in a game situation with no way out, don't despair. You can be helped. The Oxyd SOS telephone is now at your disposal every Thursday. While expert psychological help in cases of overextended Oxyd-playing psychosis cannot be offered, the SOS line does provide assistance to those still able to articulate their distress.

OXYD
SOS TELEPHONE



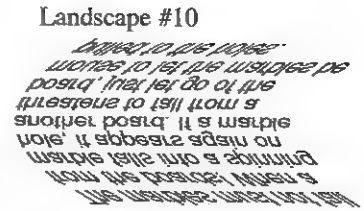
(617)-497-1130

...every Thursday
(except holidays and company vacation)
between
5 p.m. and 8 p.m. (EST)

The following pages are intended to relieve the strain on the SOS telephone, keeping it free for the more urgent first aid cases. Here you will find the most important suggestions towards solving the most difficult landscapes. Please be aware, however, that you could be depriving yourself of most of the fun by looking at the following pages right away. For this reason you should promise yourself only to risk a look at these pages on a certain day of the week!

Landscape #5

Landscape #10



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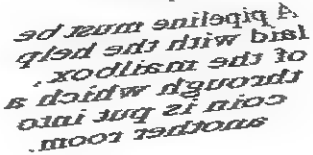
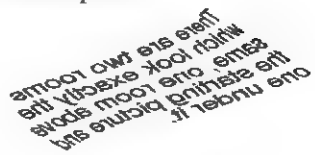


Landscape #23



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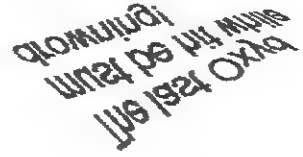

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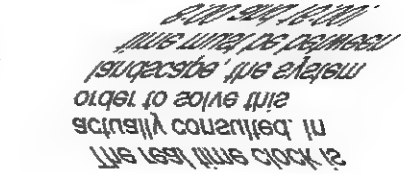

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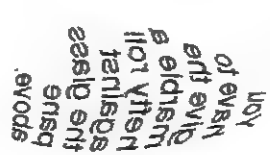
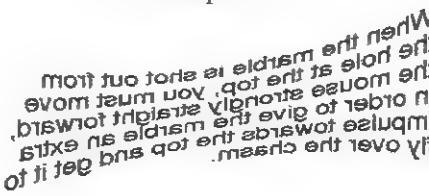
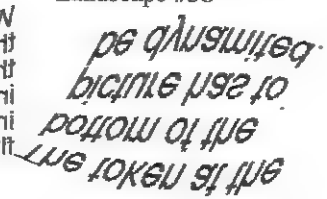


Landscape #46

Landscape #54



Landscape #58



Landscape #61 Landscape #66

Landscape #72 Landscape #84

Landscape #96 Landscape #98

Landscape # 100 Link-Landscape #48

Link-Landscape #31

Chapter 9
Extremely Nasty Magic Formulas

The Oxyd magic formulas are just as certain in their effect! But please observe the enclosed instructions and consult your physician or chemist.

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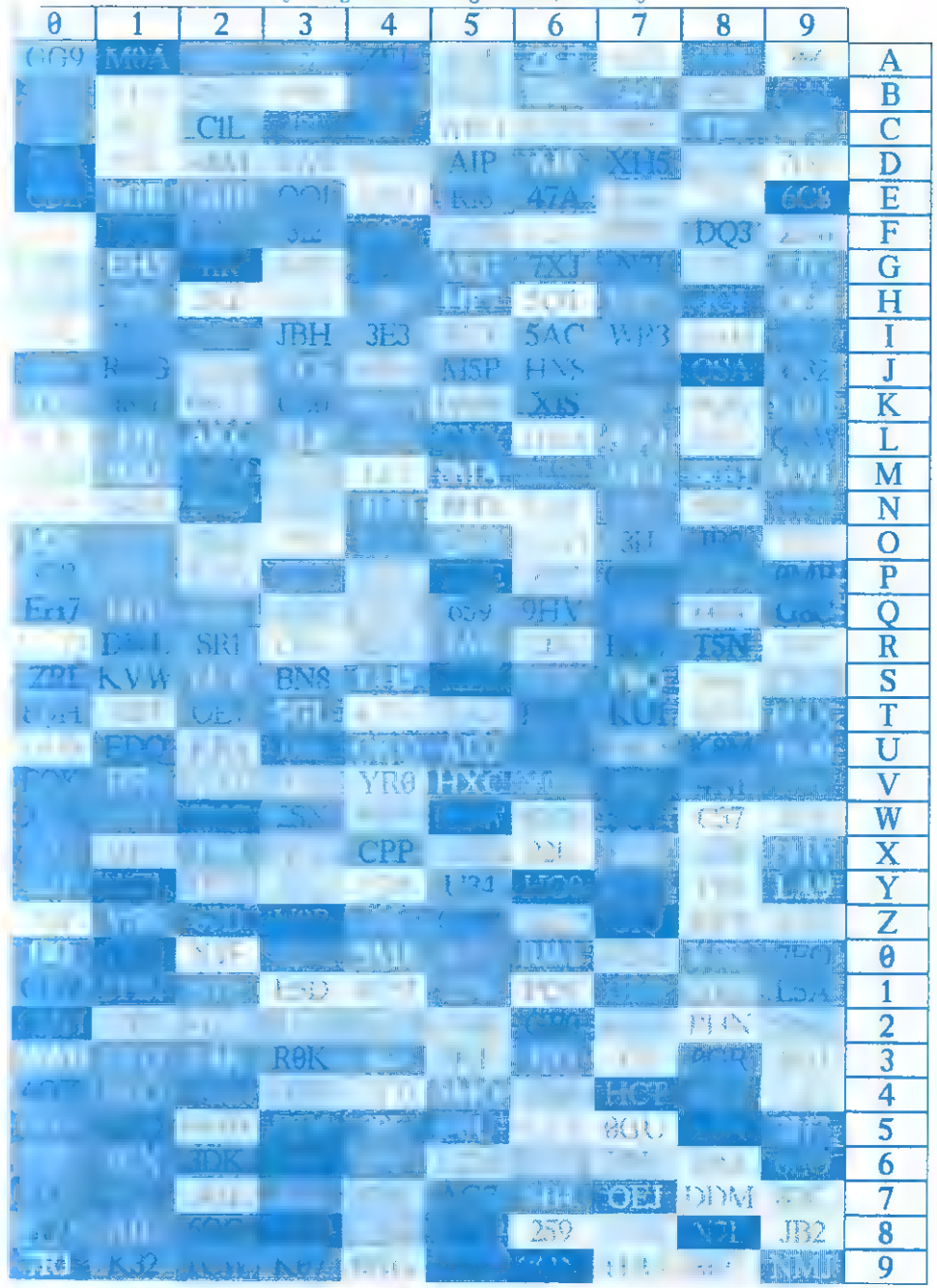

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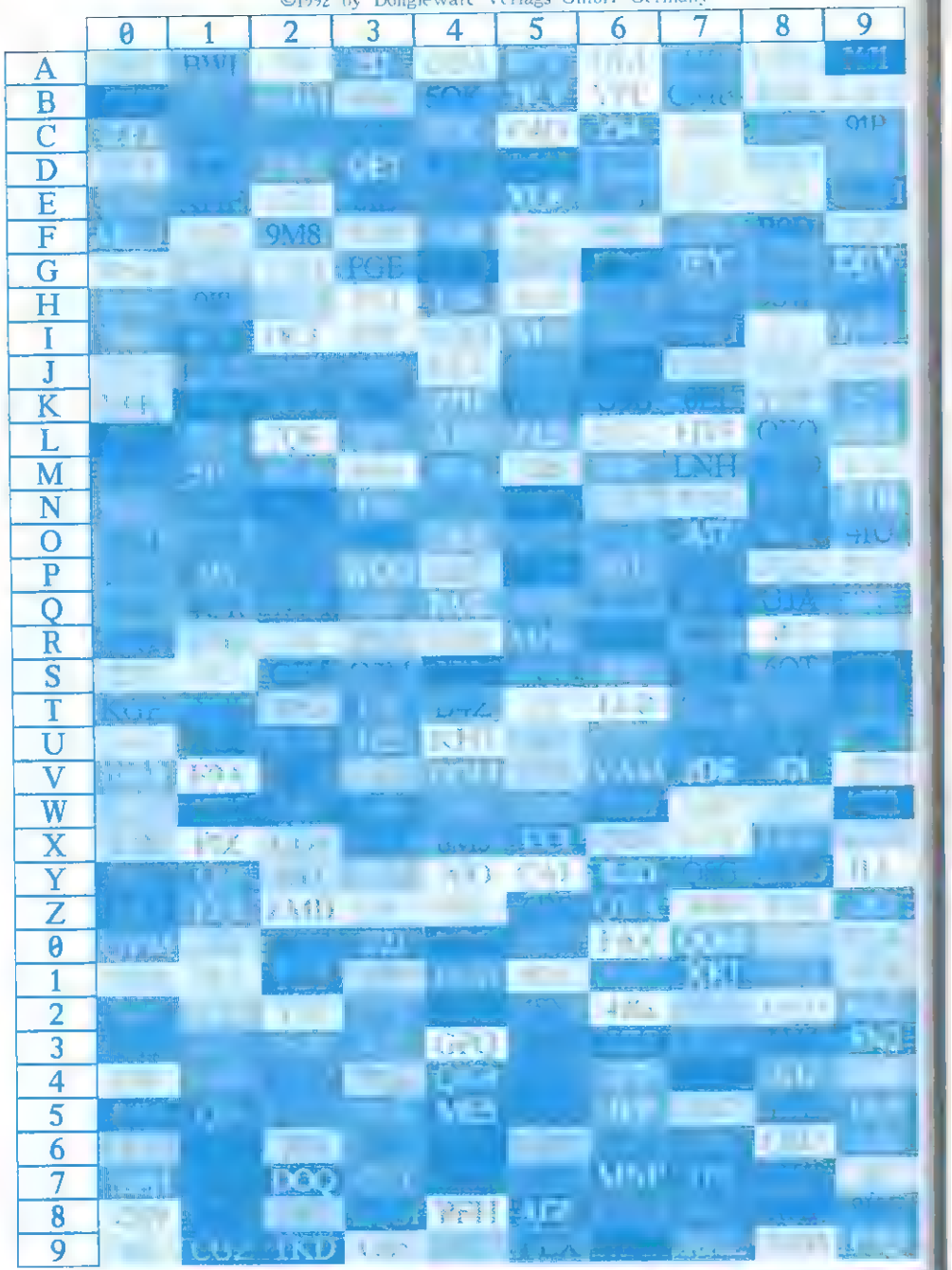

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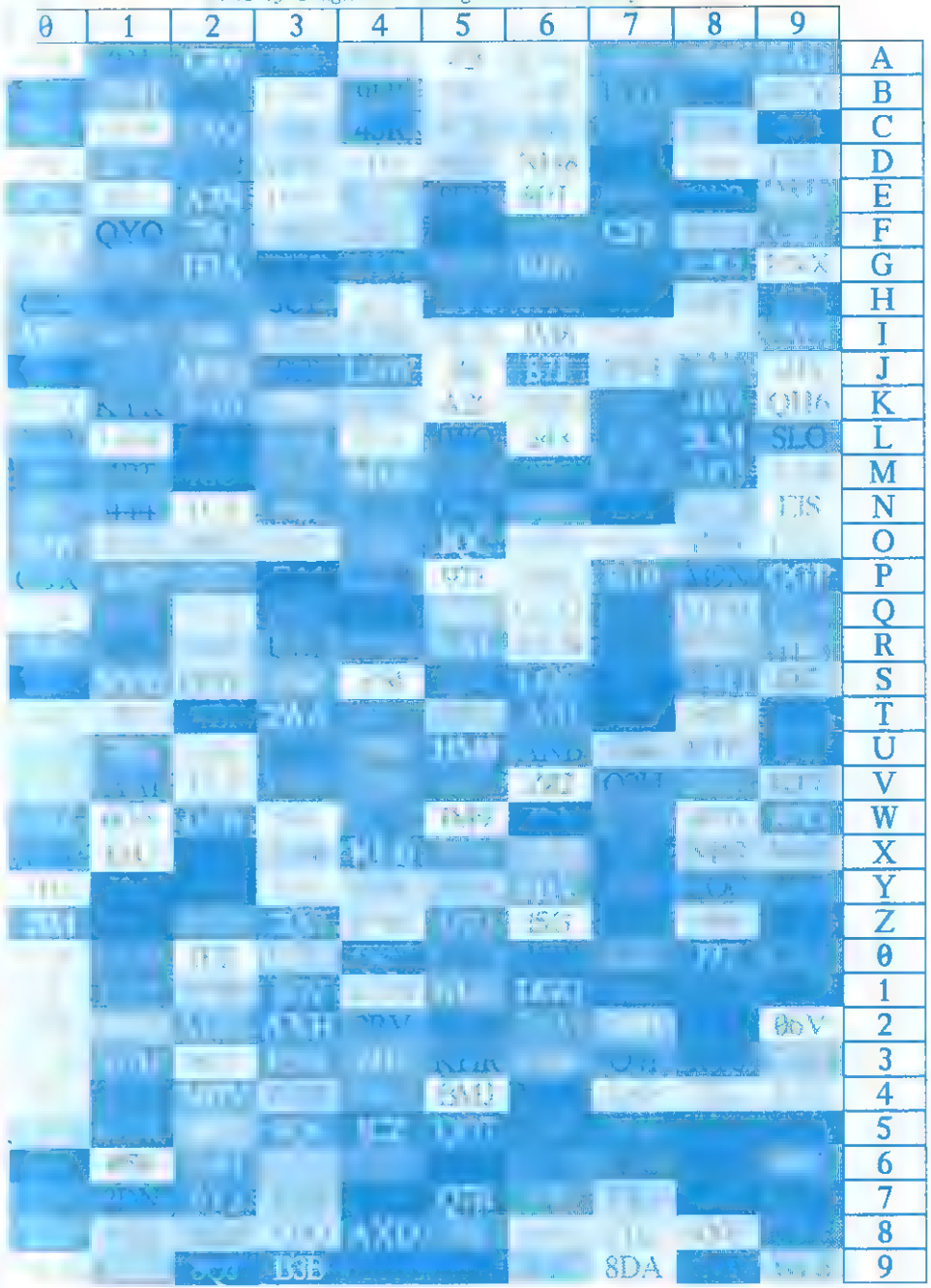

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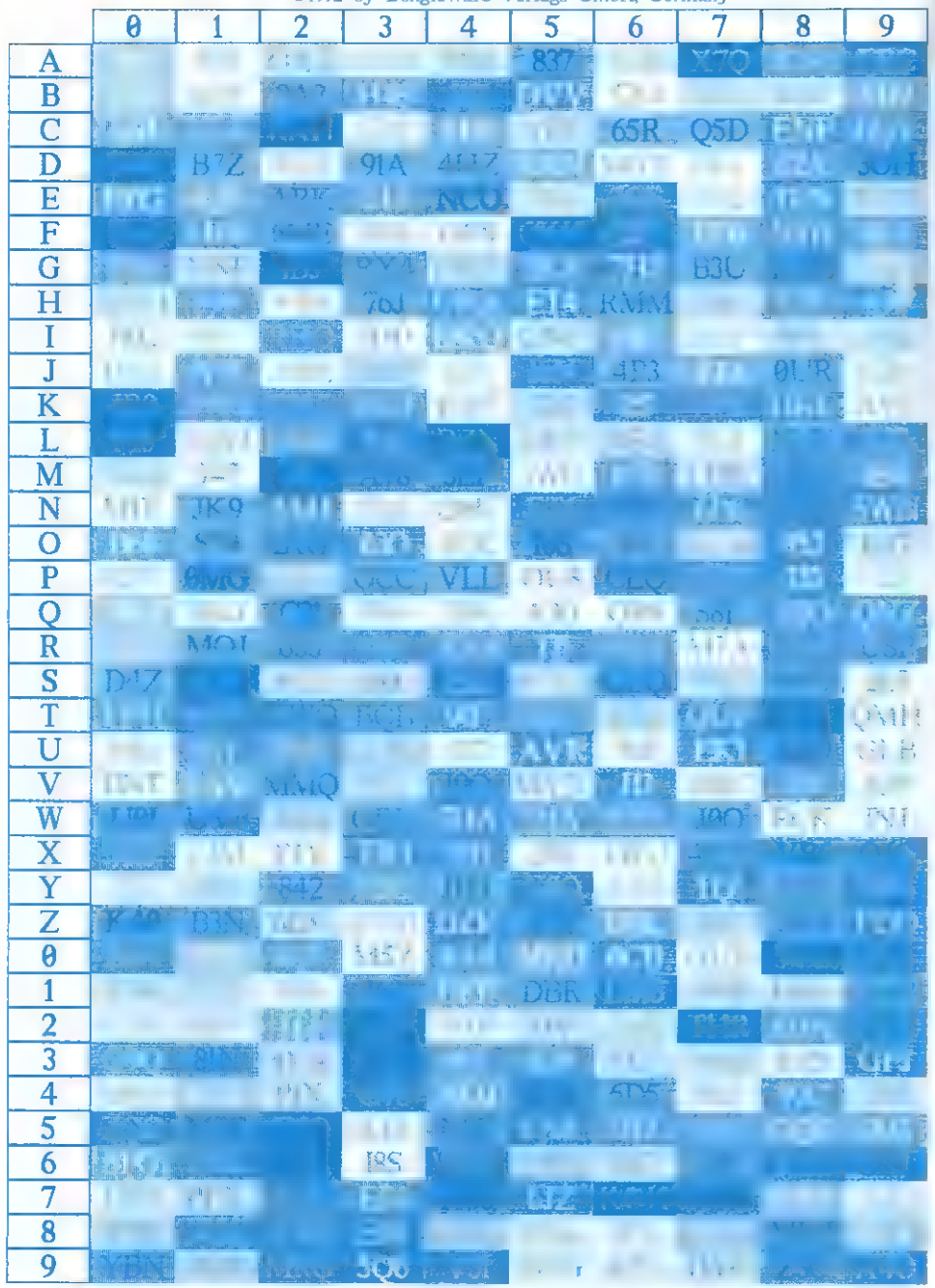

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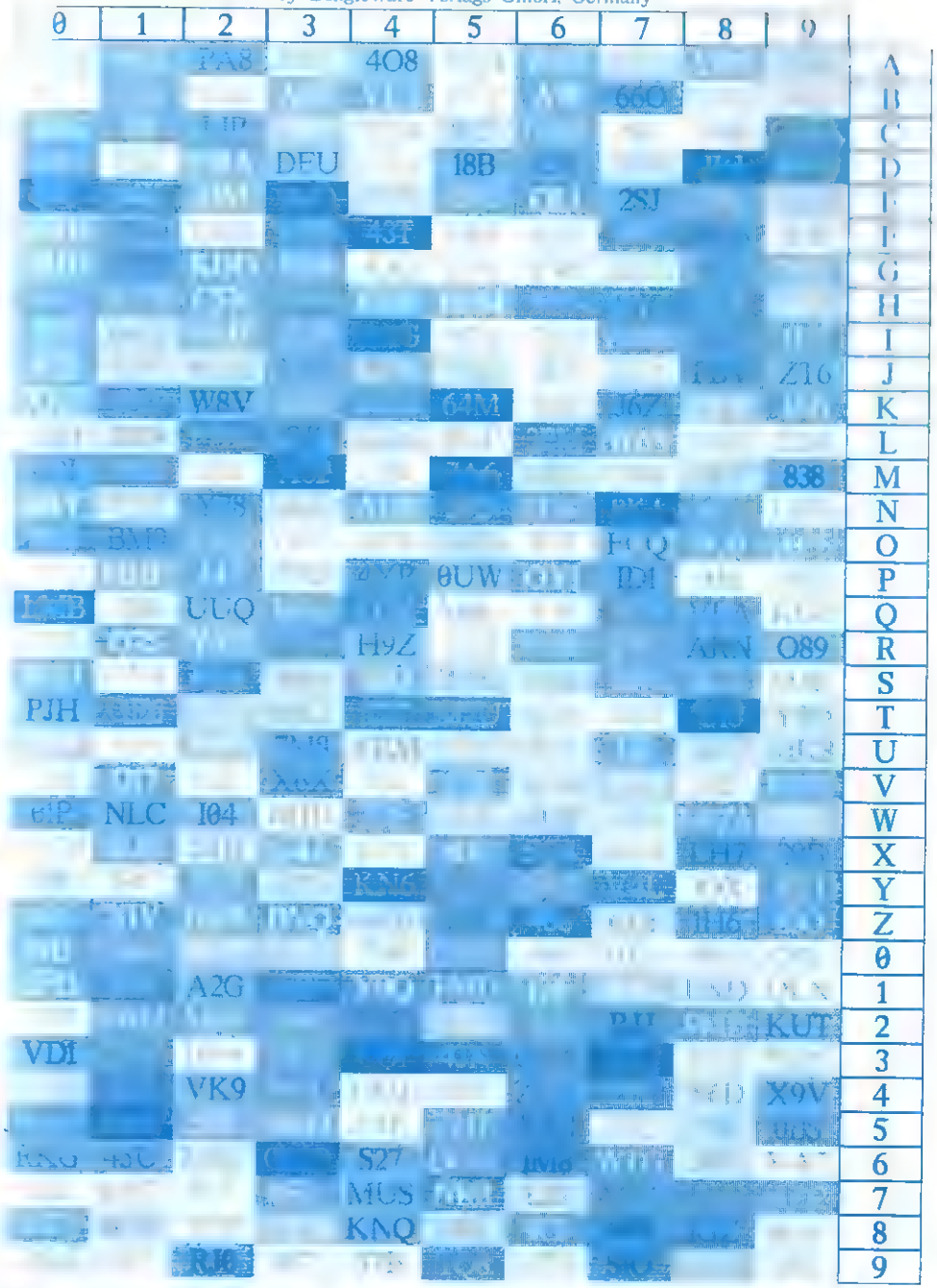

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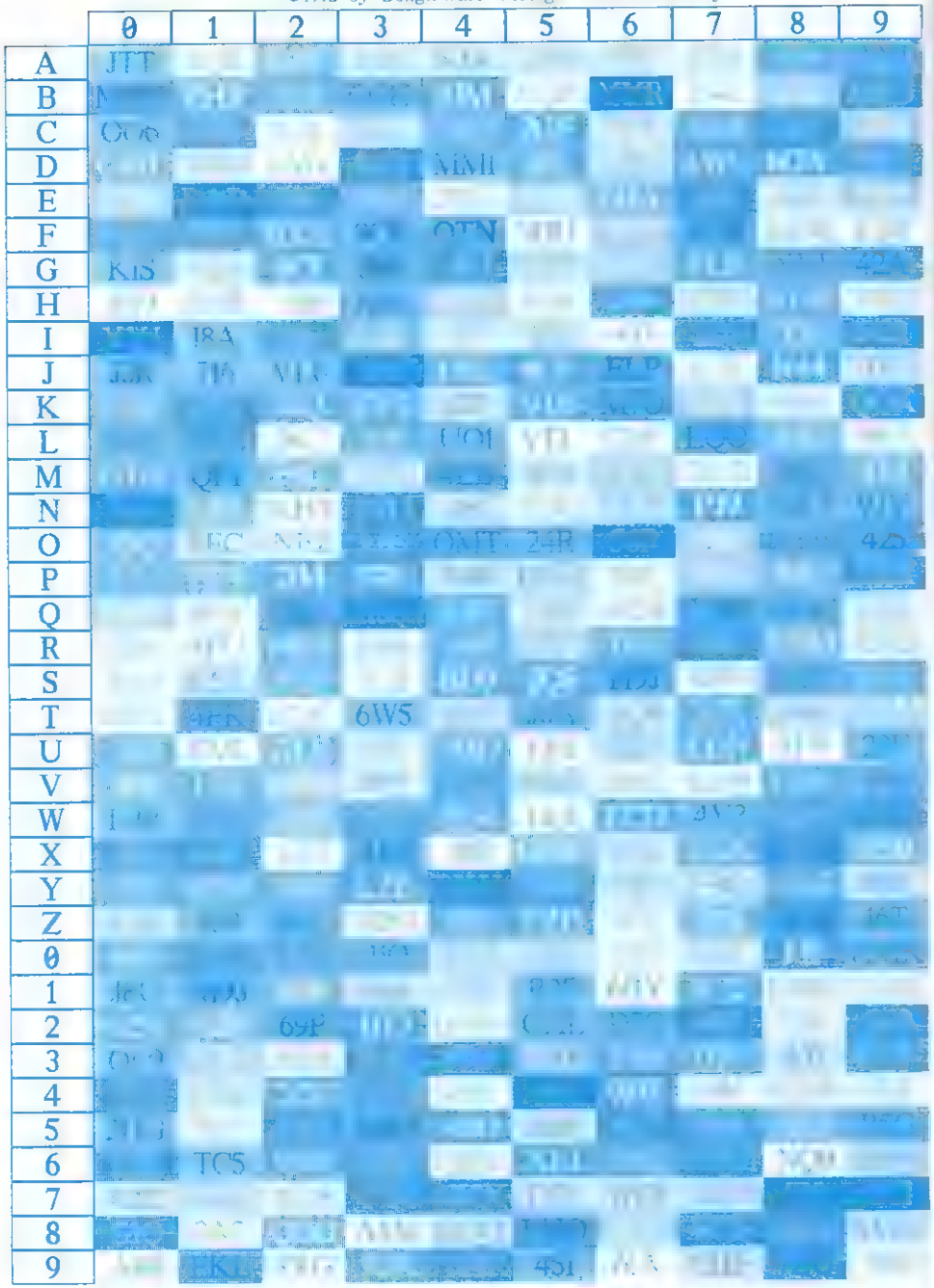

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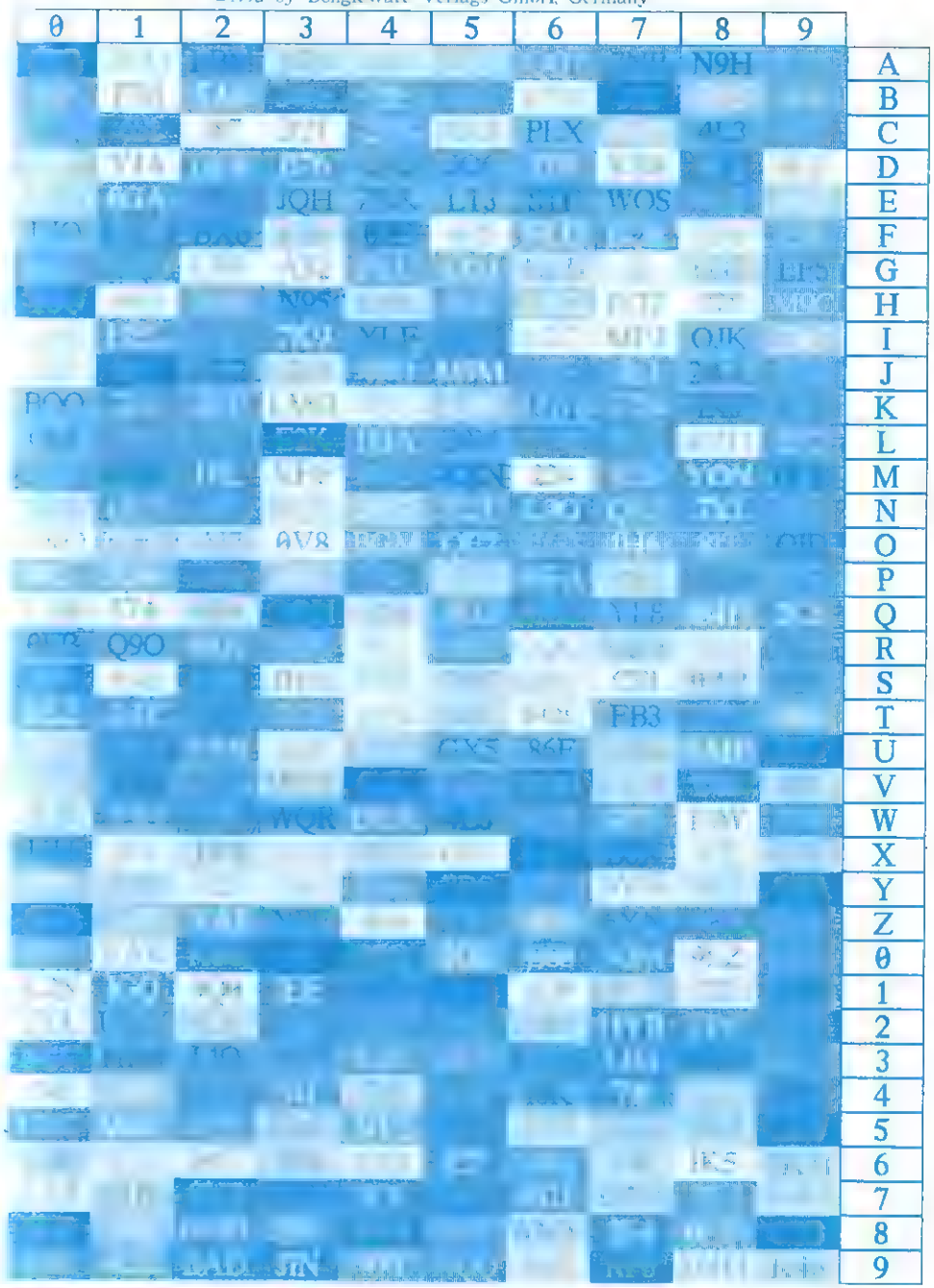

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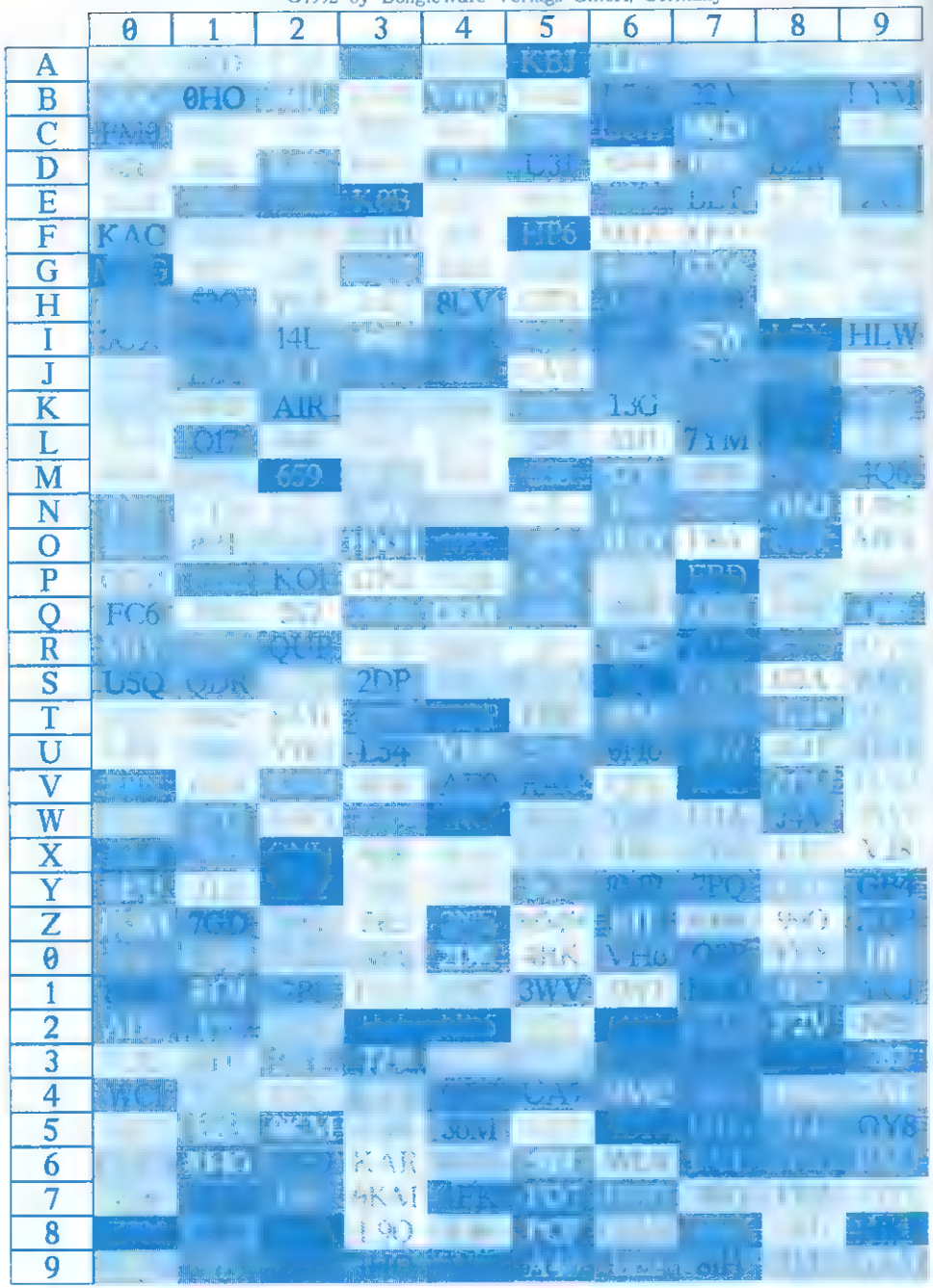

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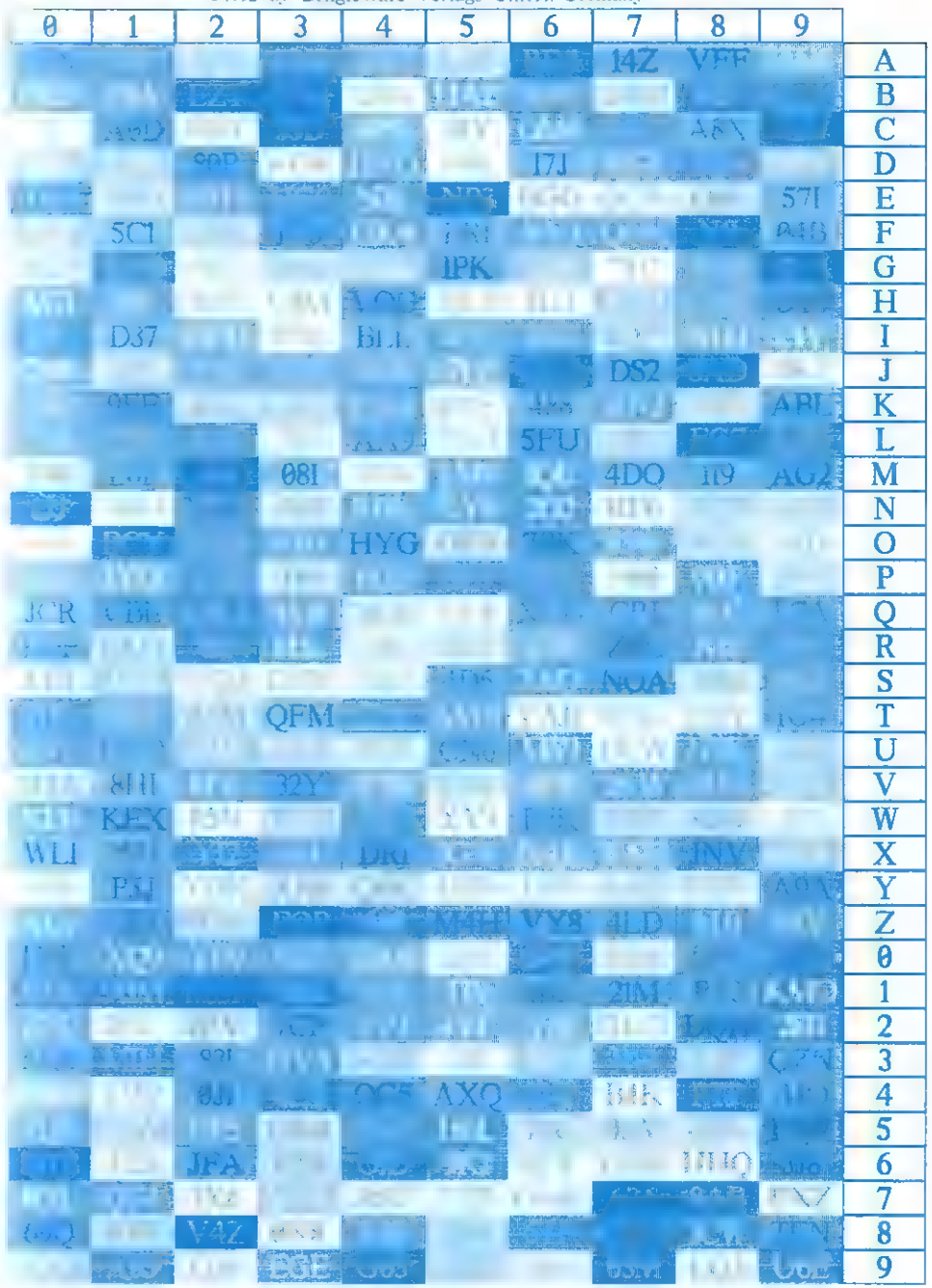

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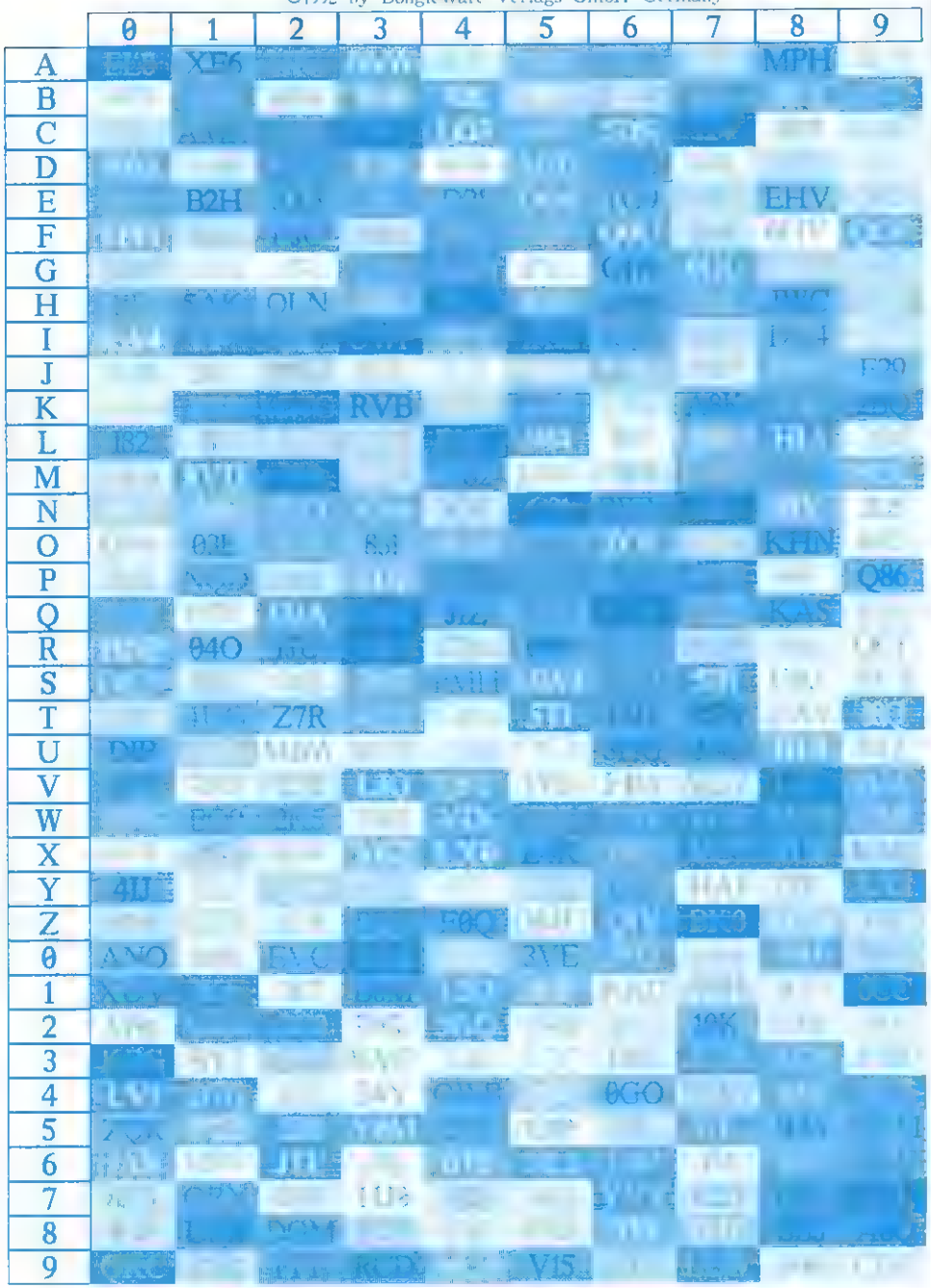

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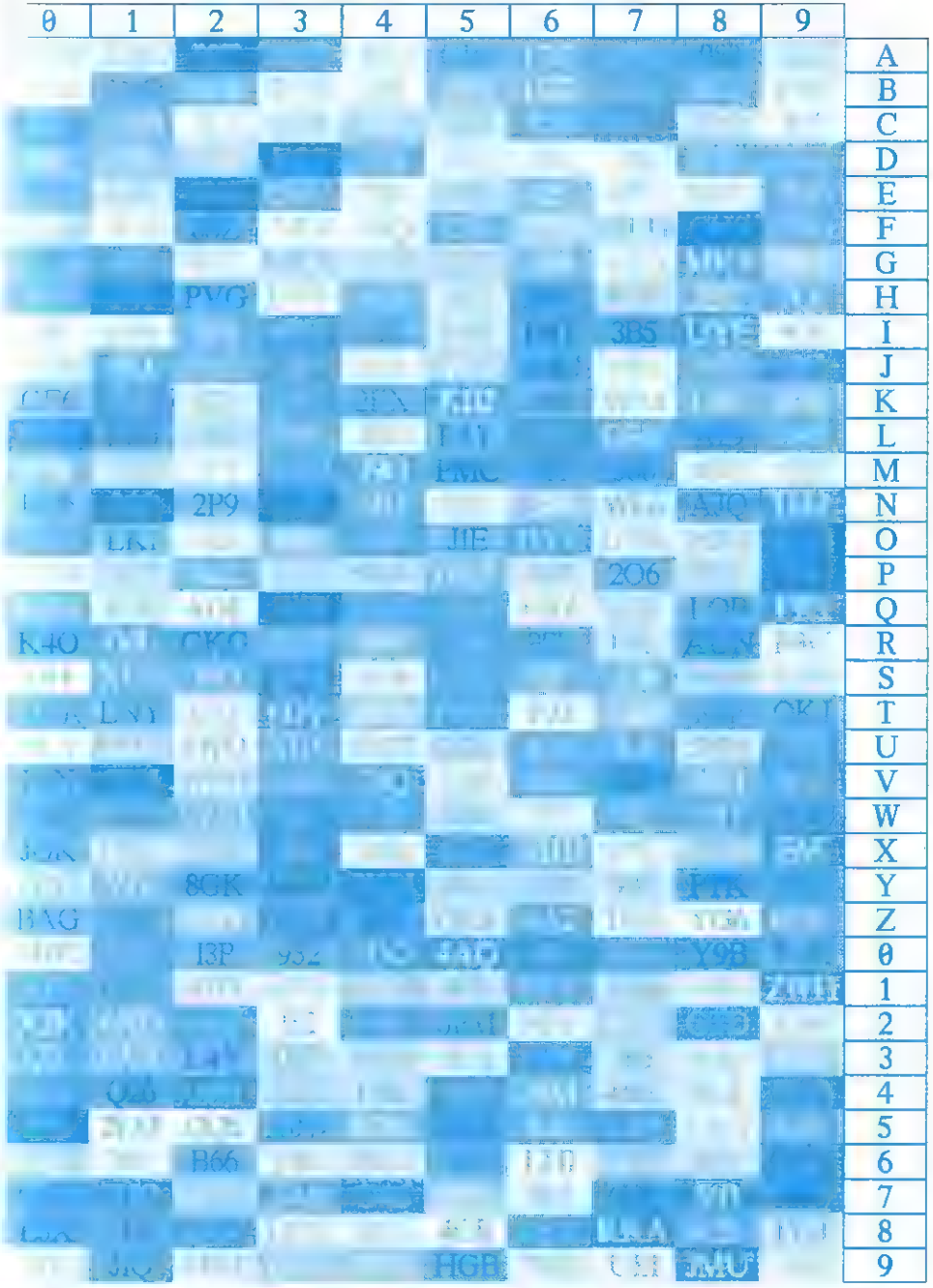

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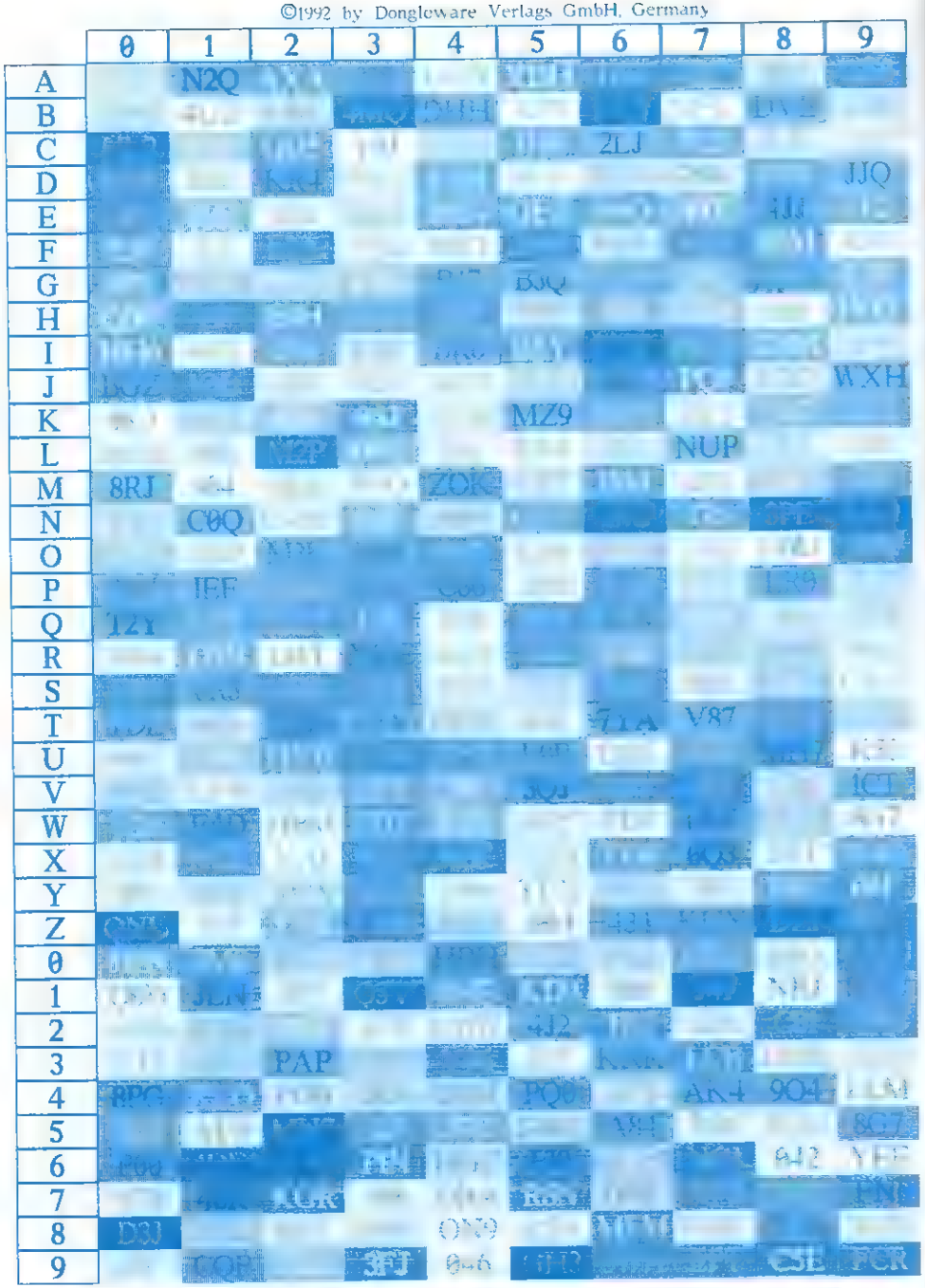

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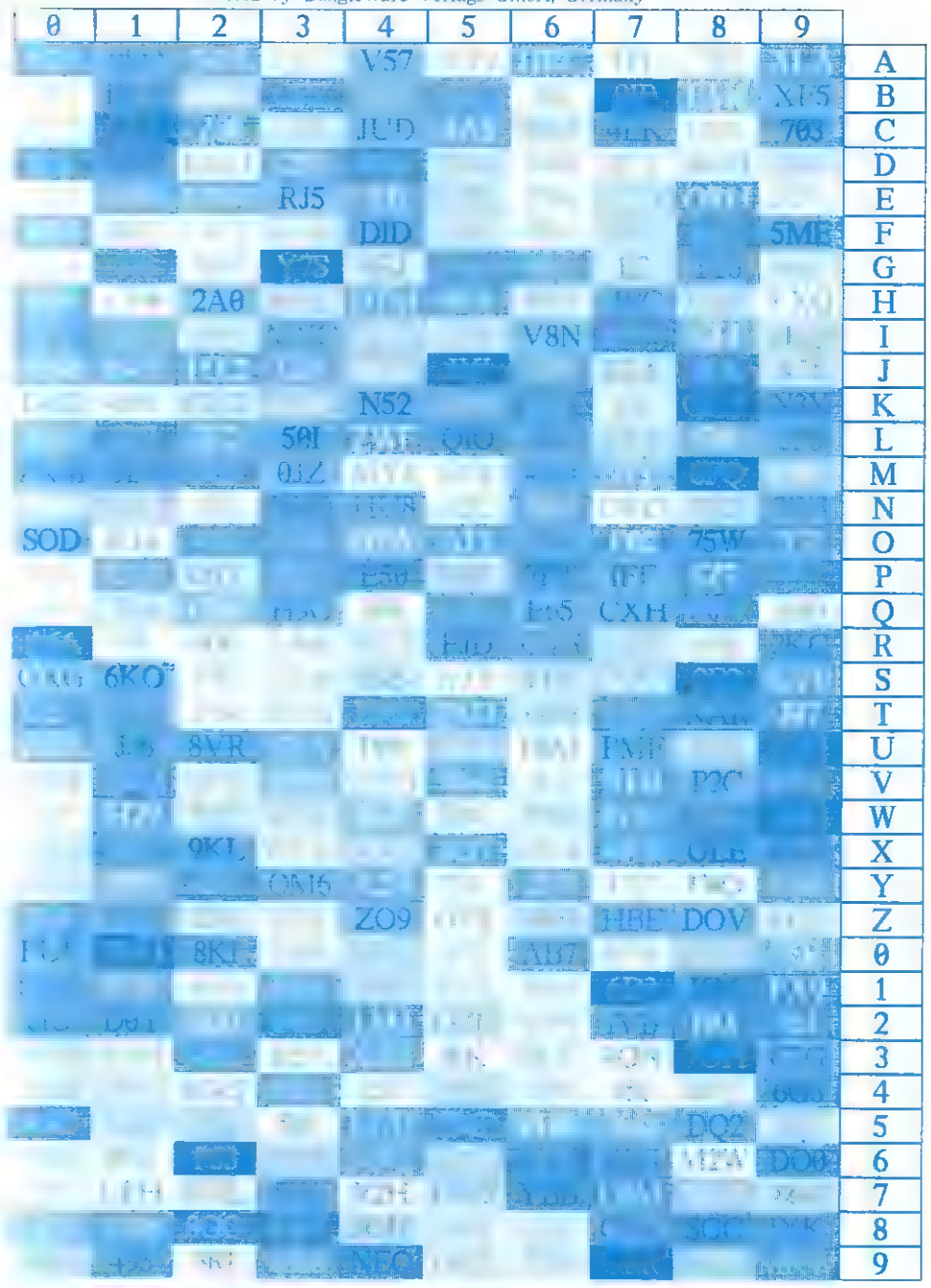

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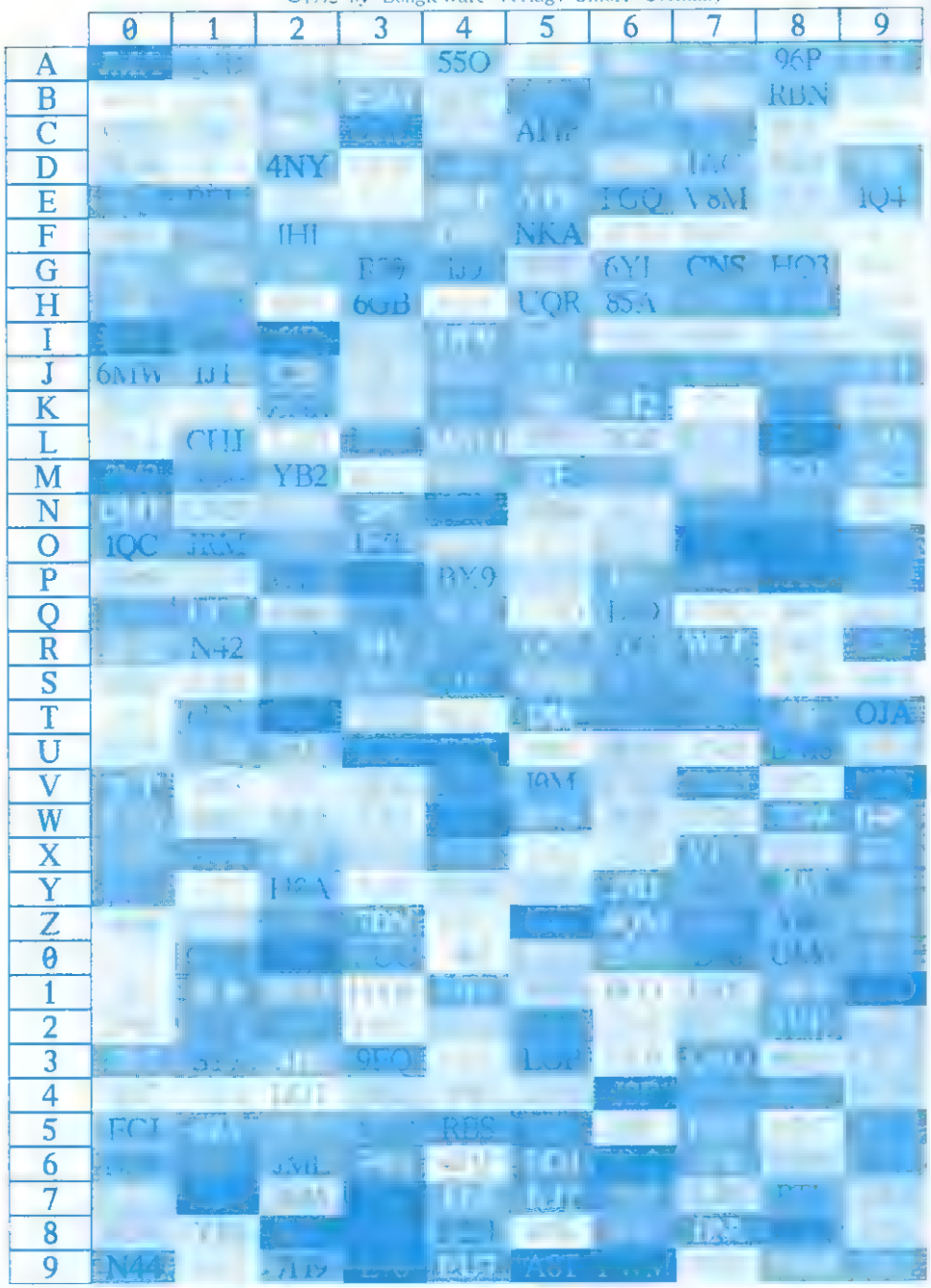

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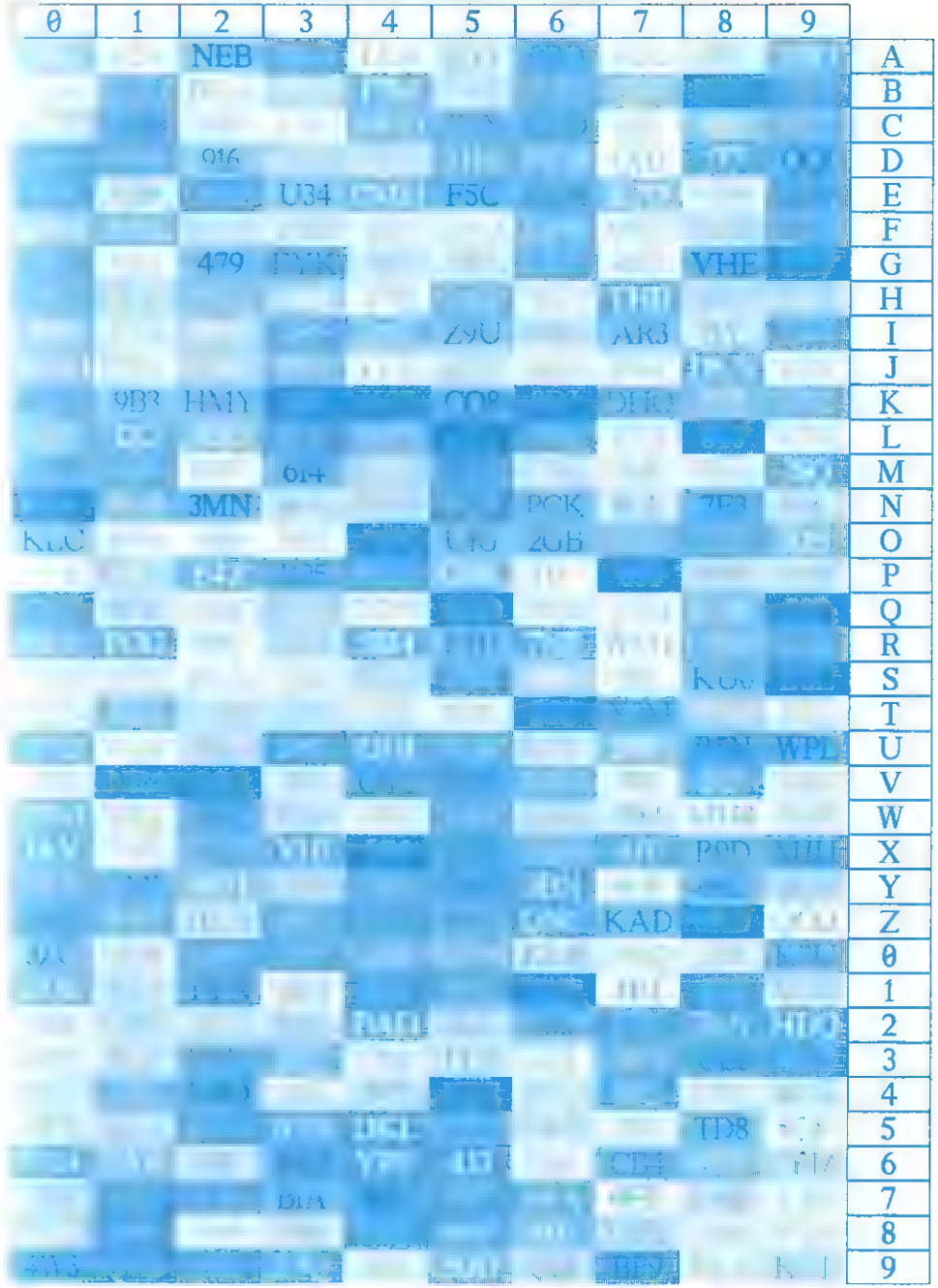

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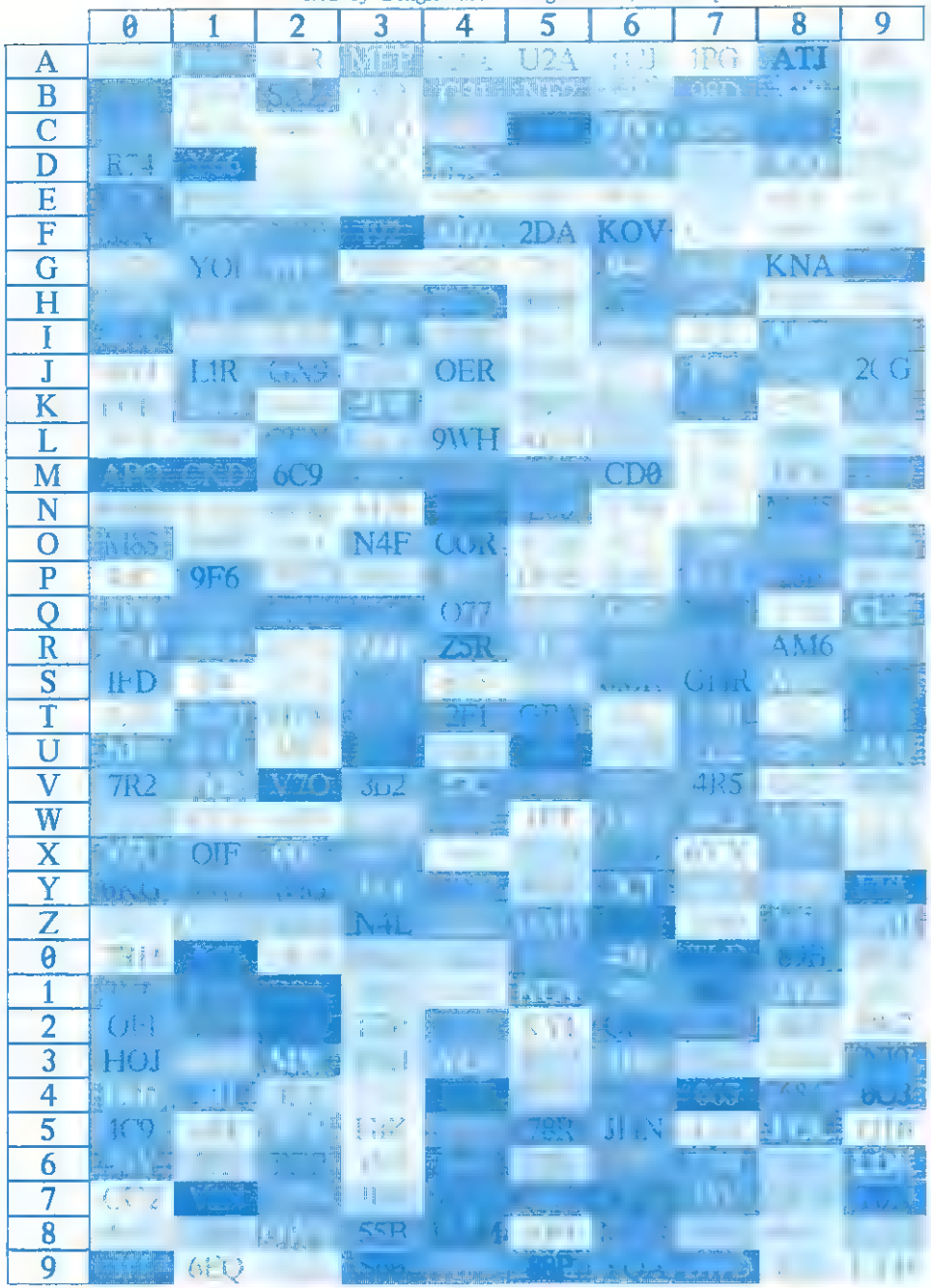

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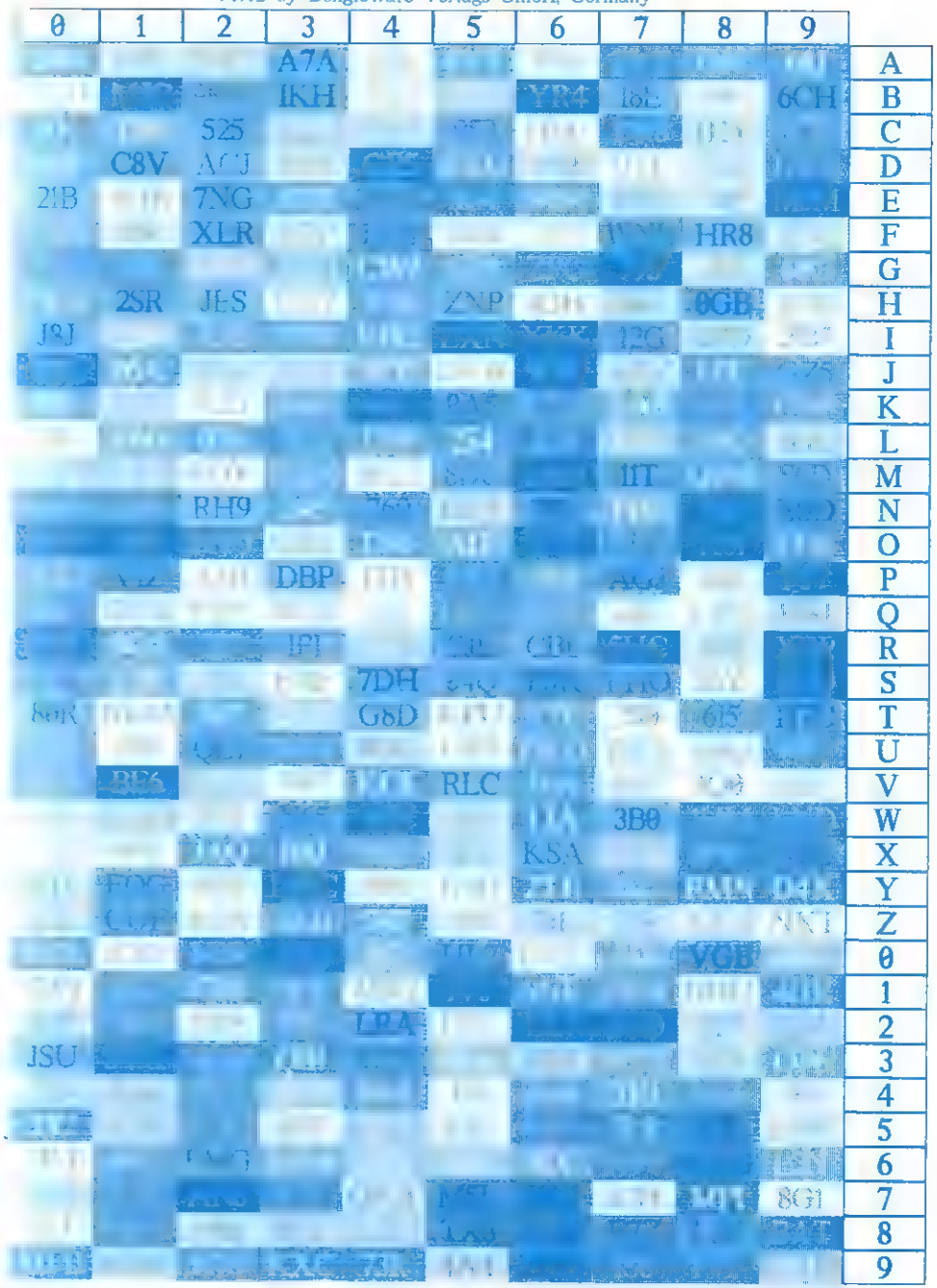

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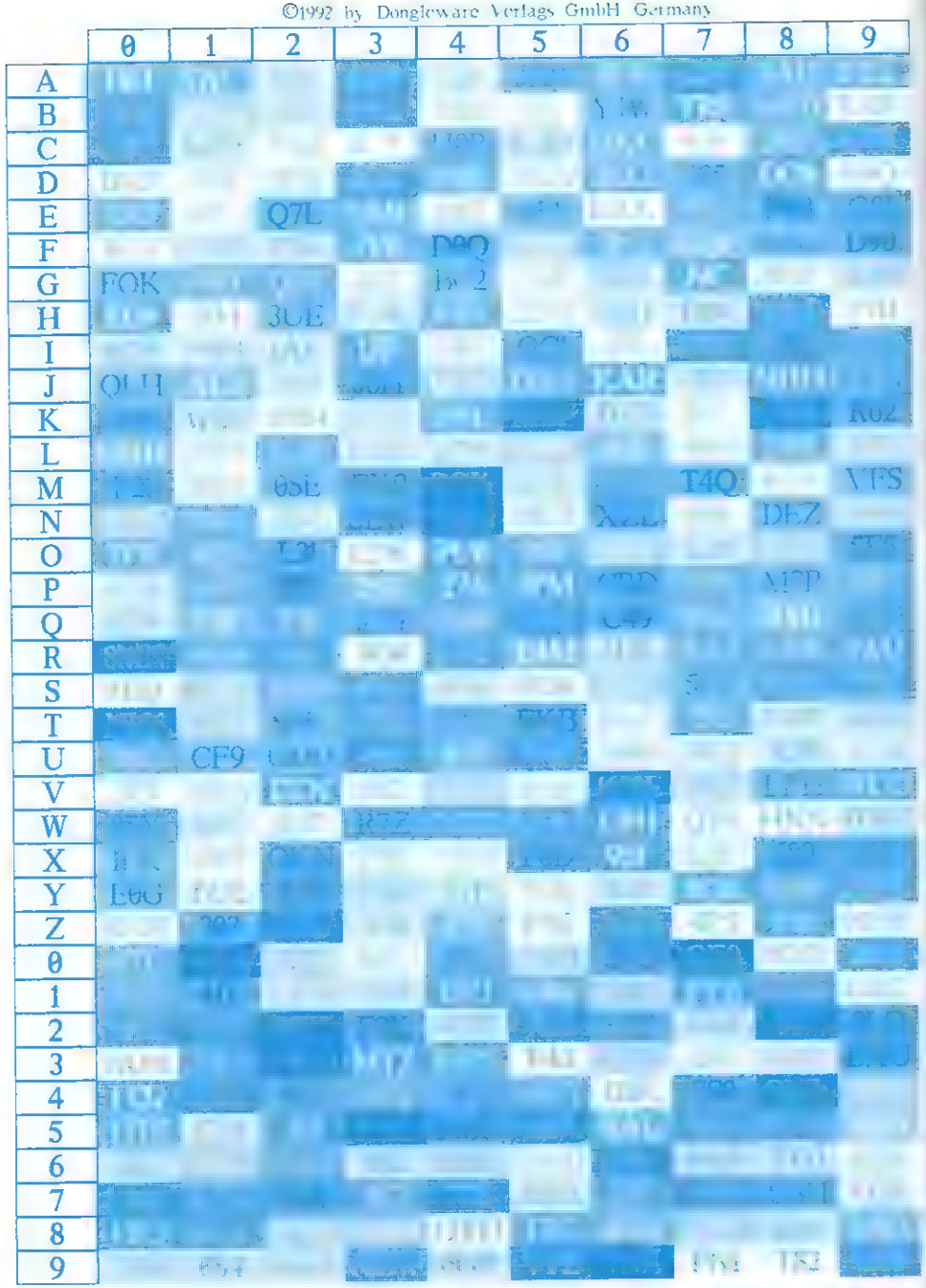

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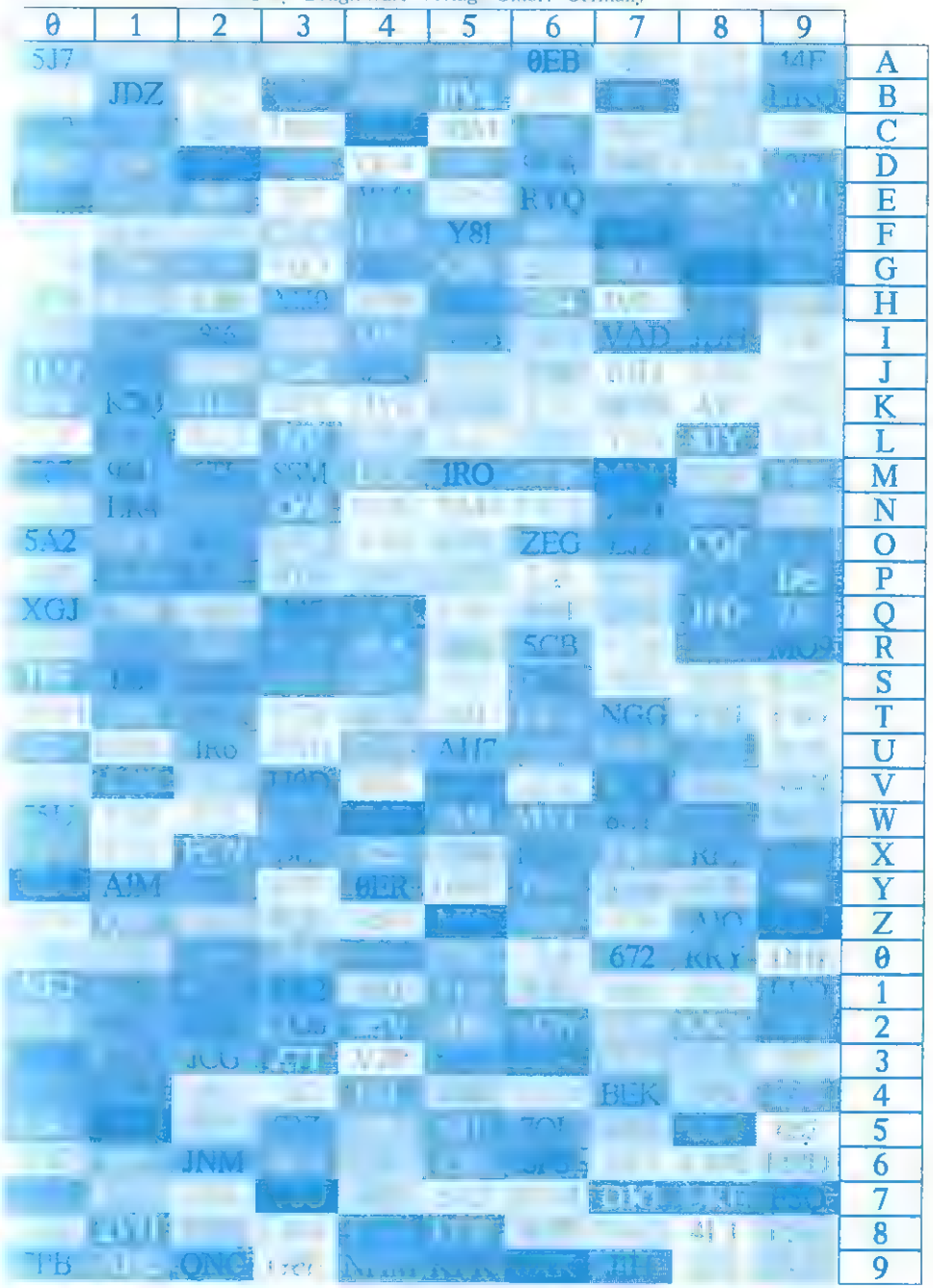

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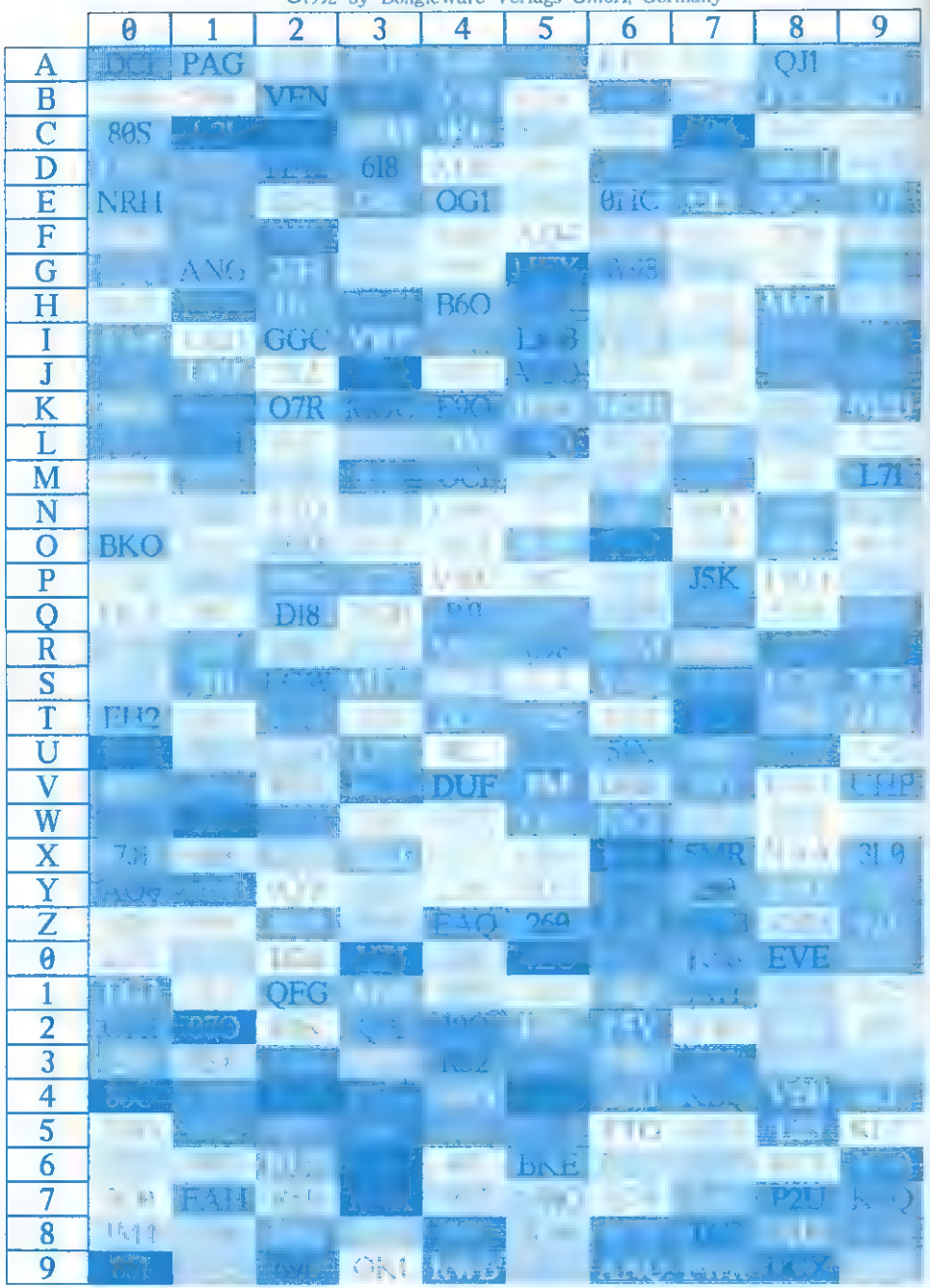

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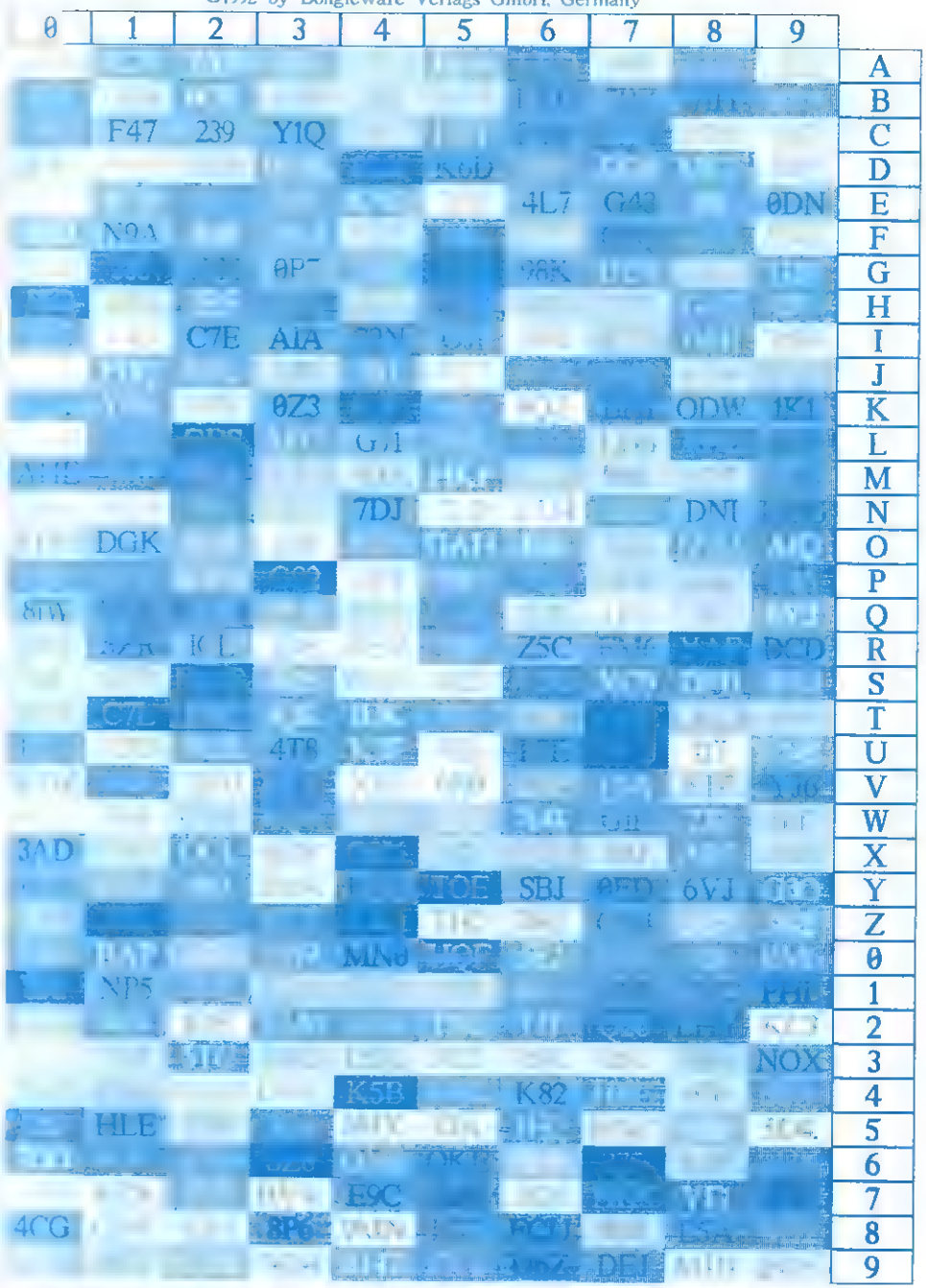

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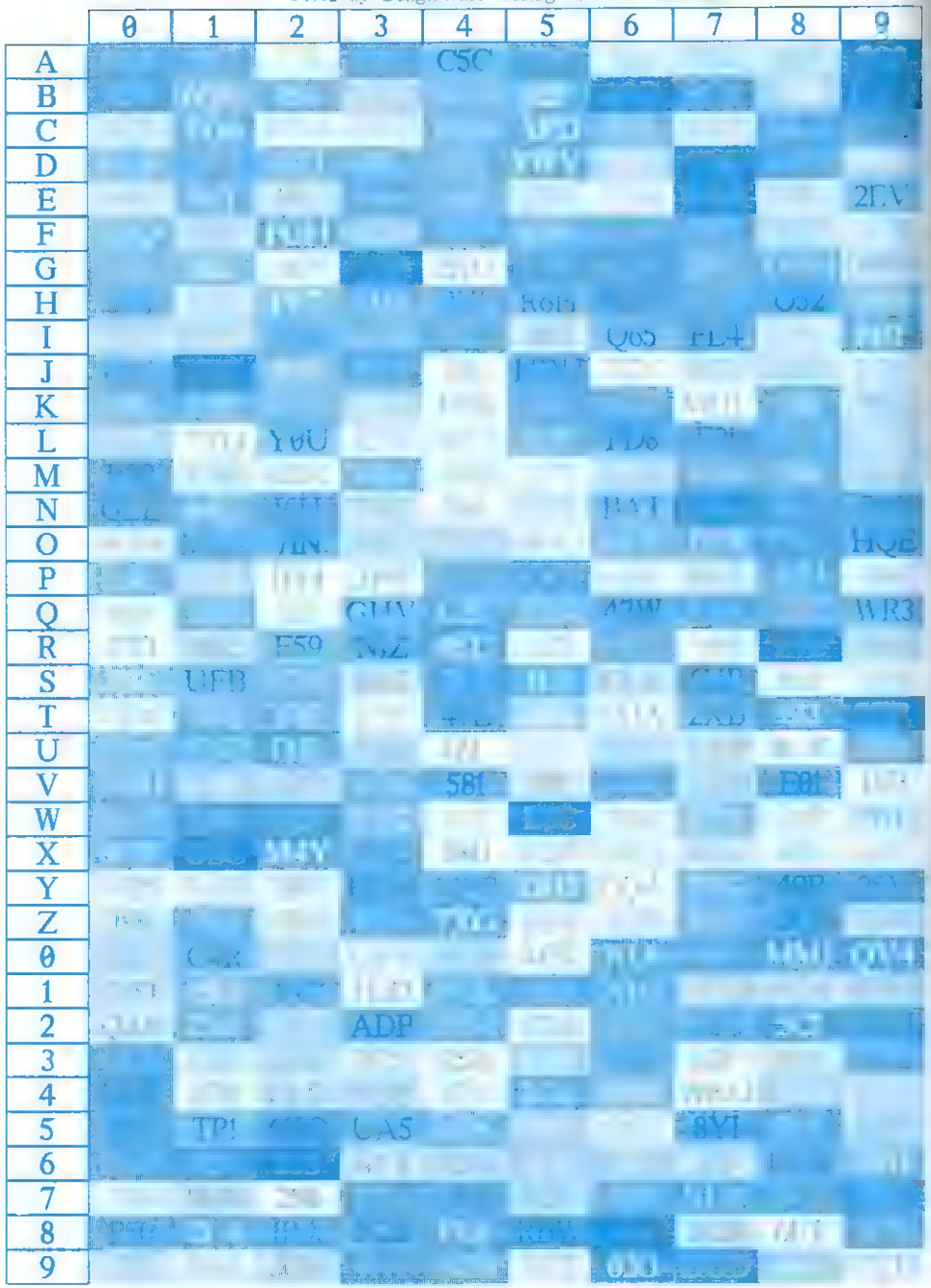

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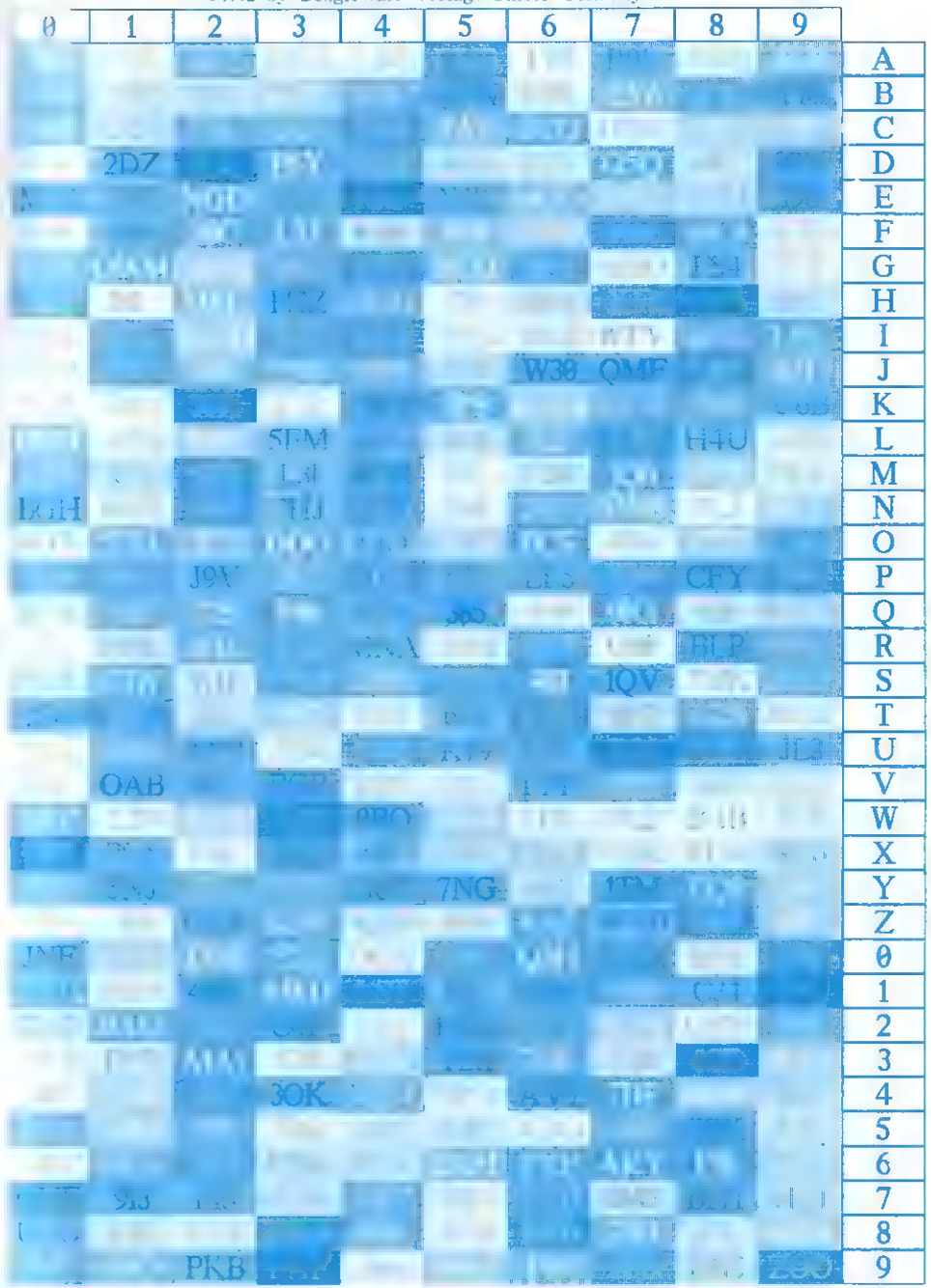

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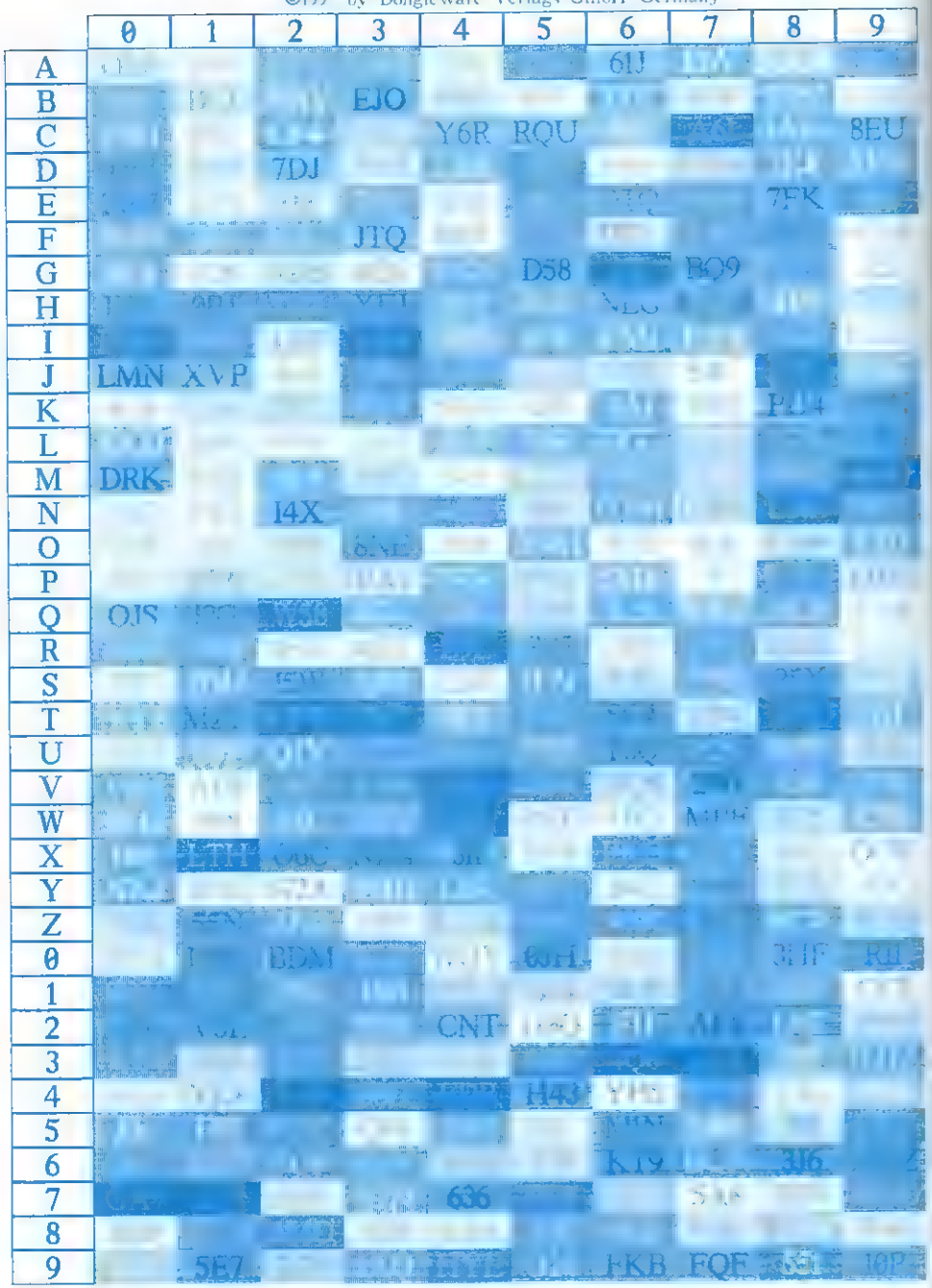

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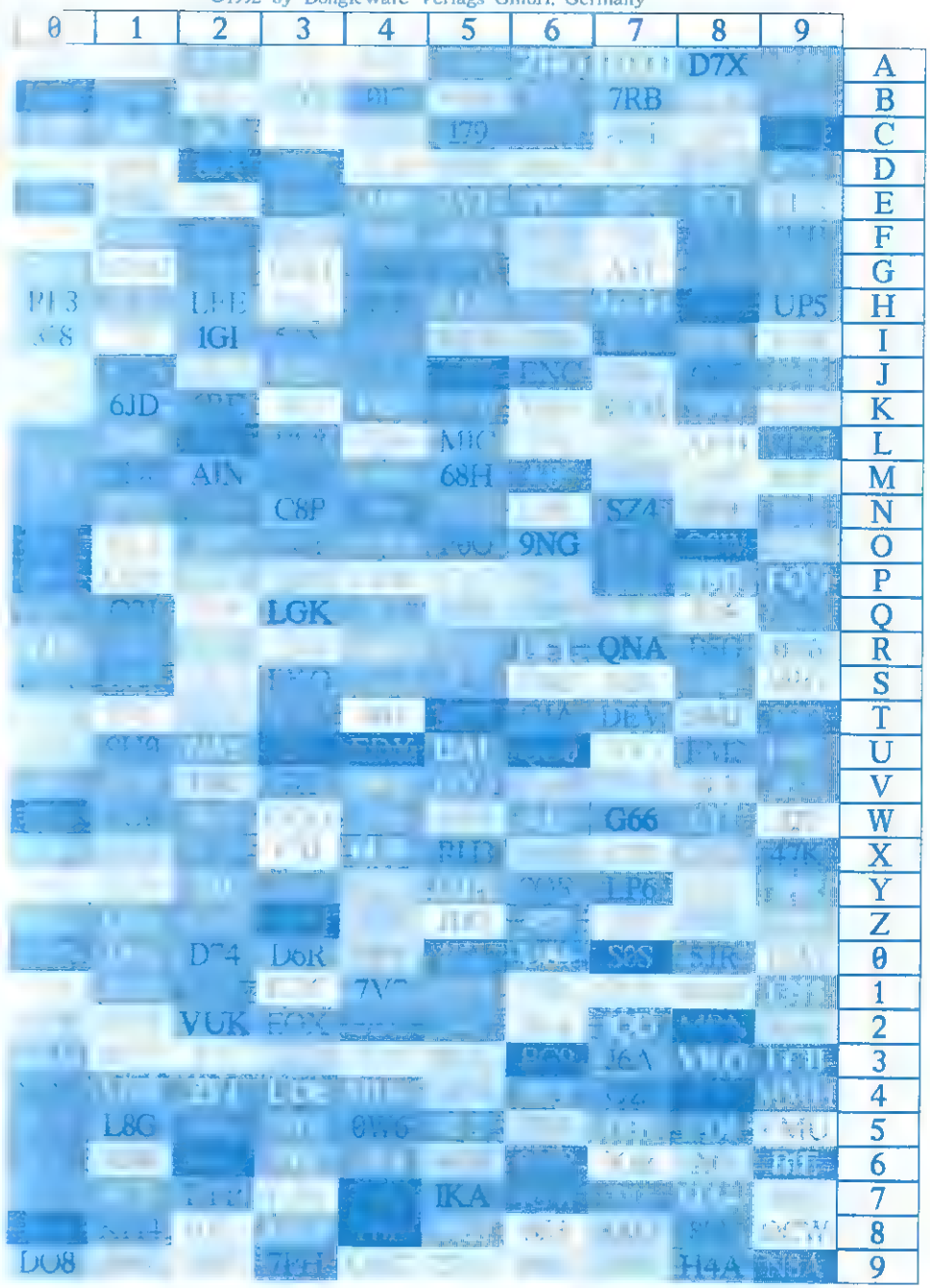

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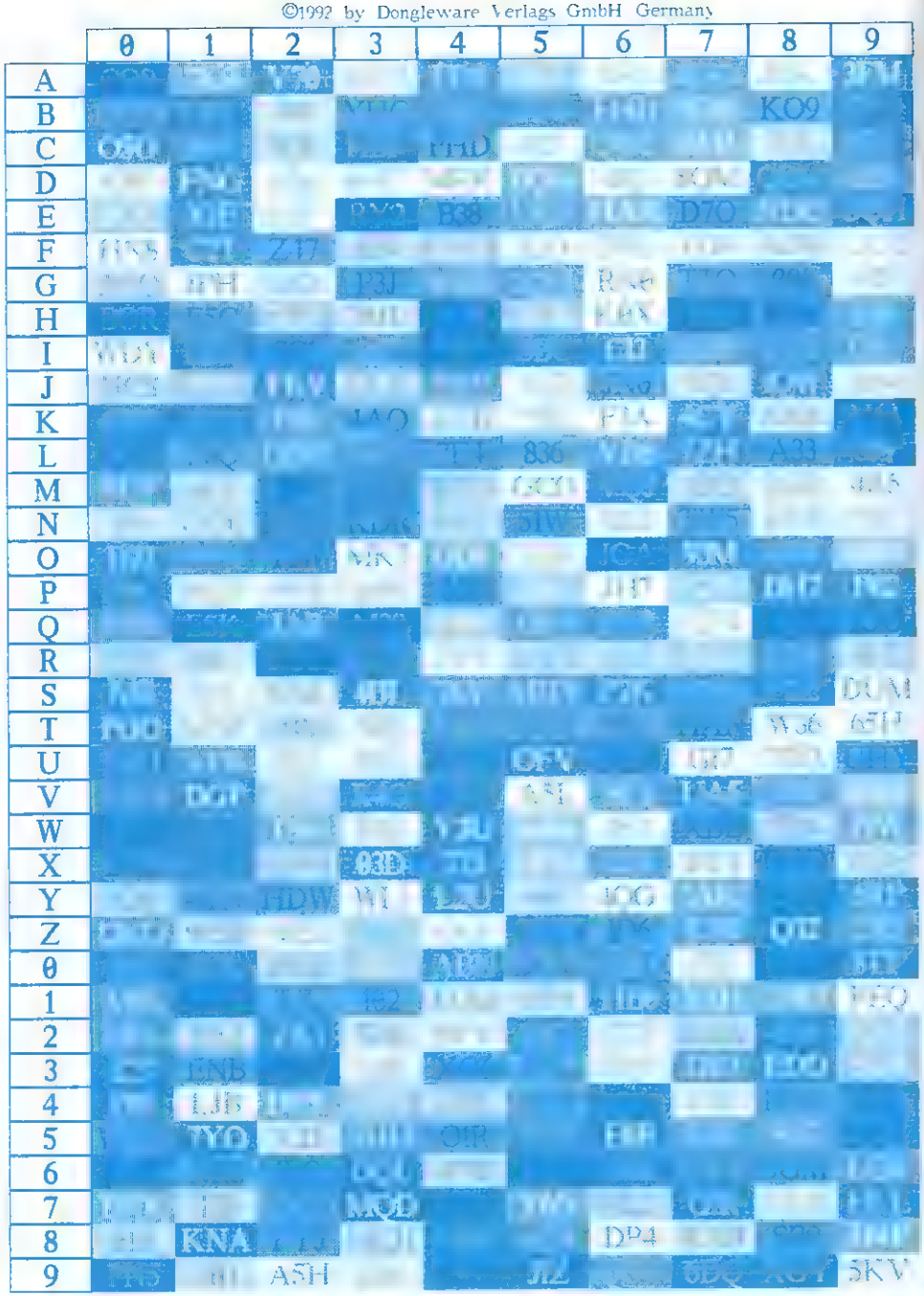

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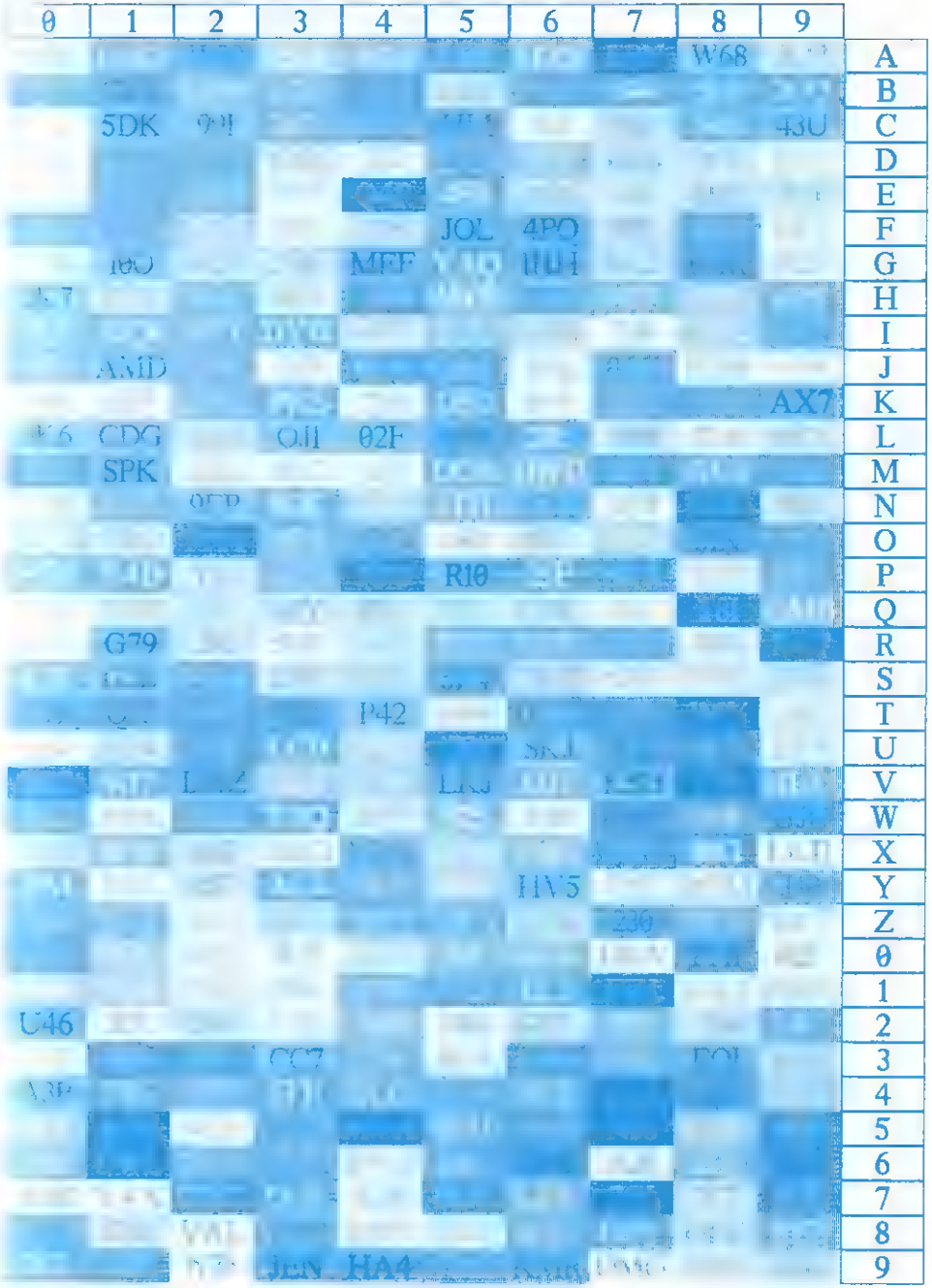

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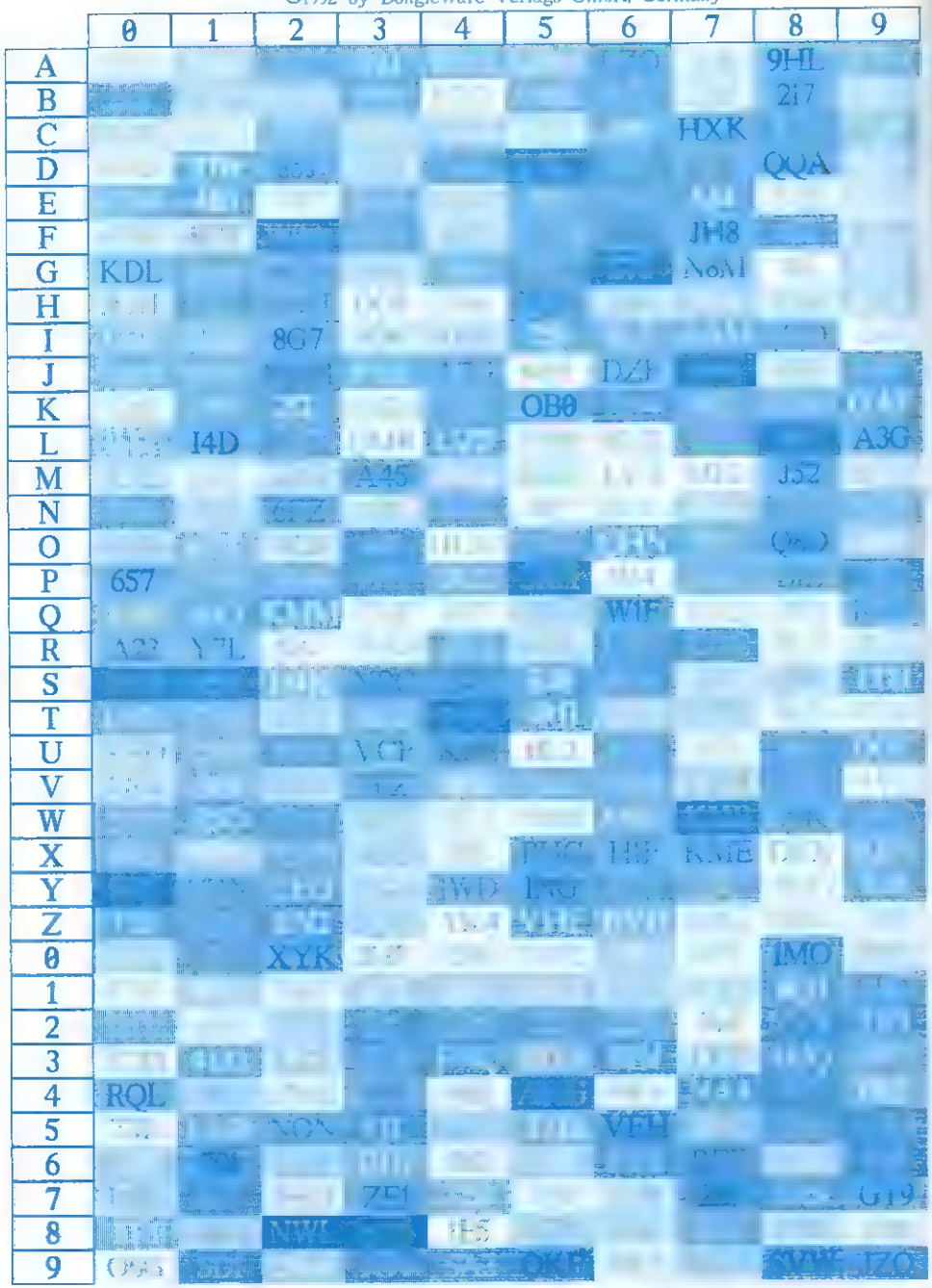

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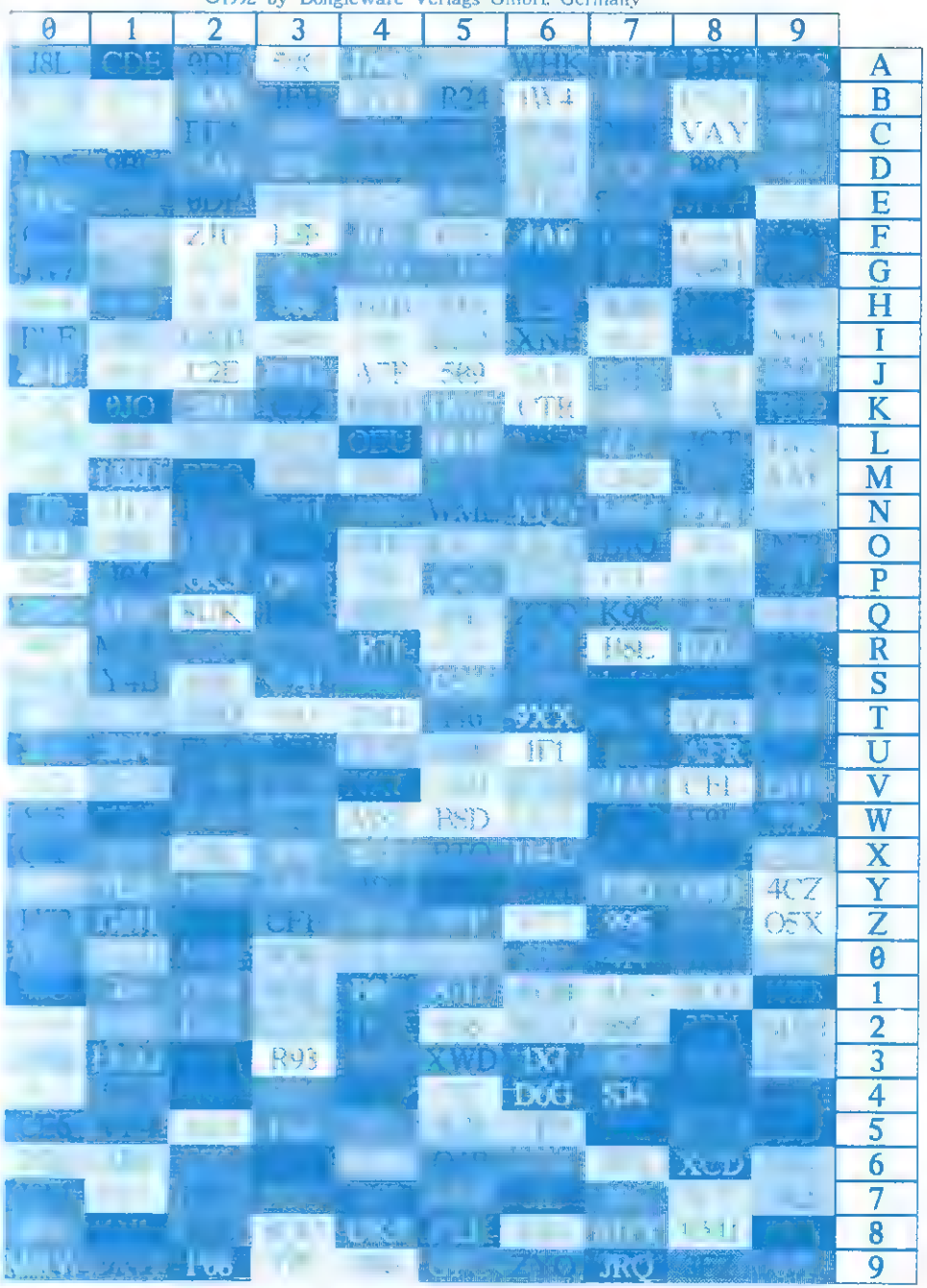

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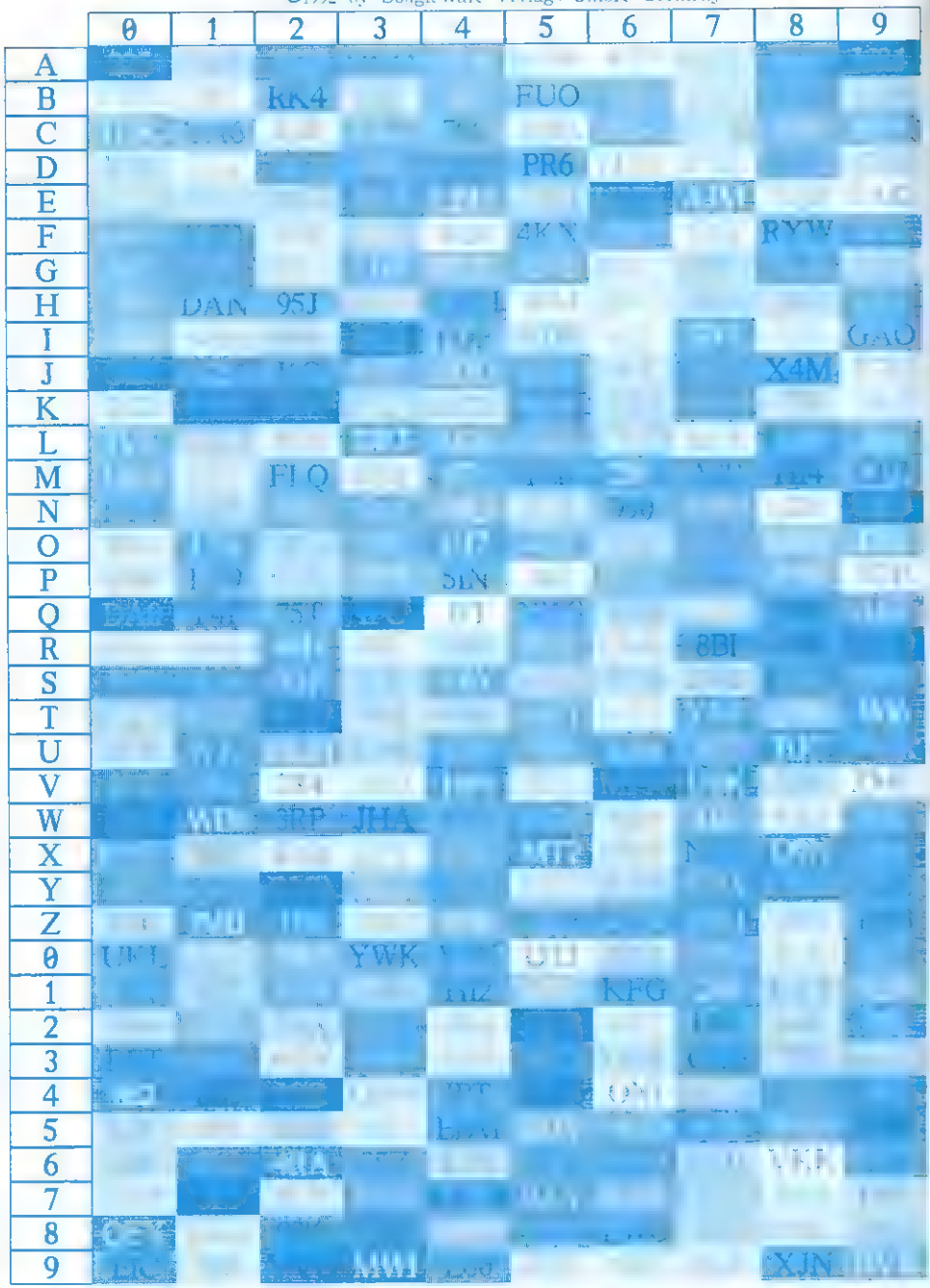

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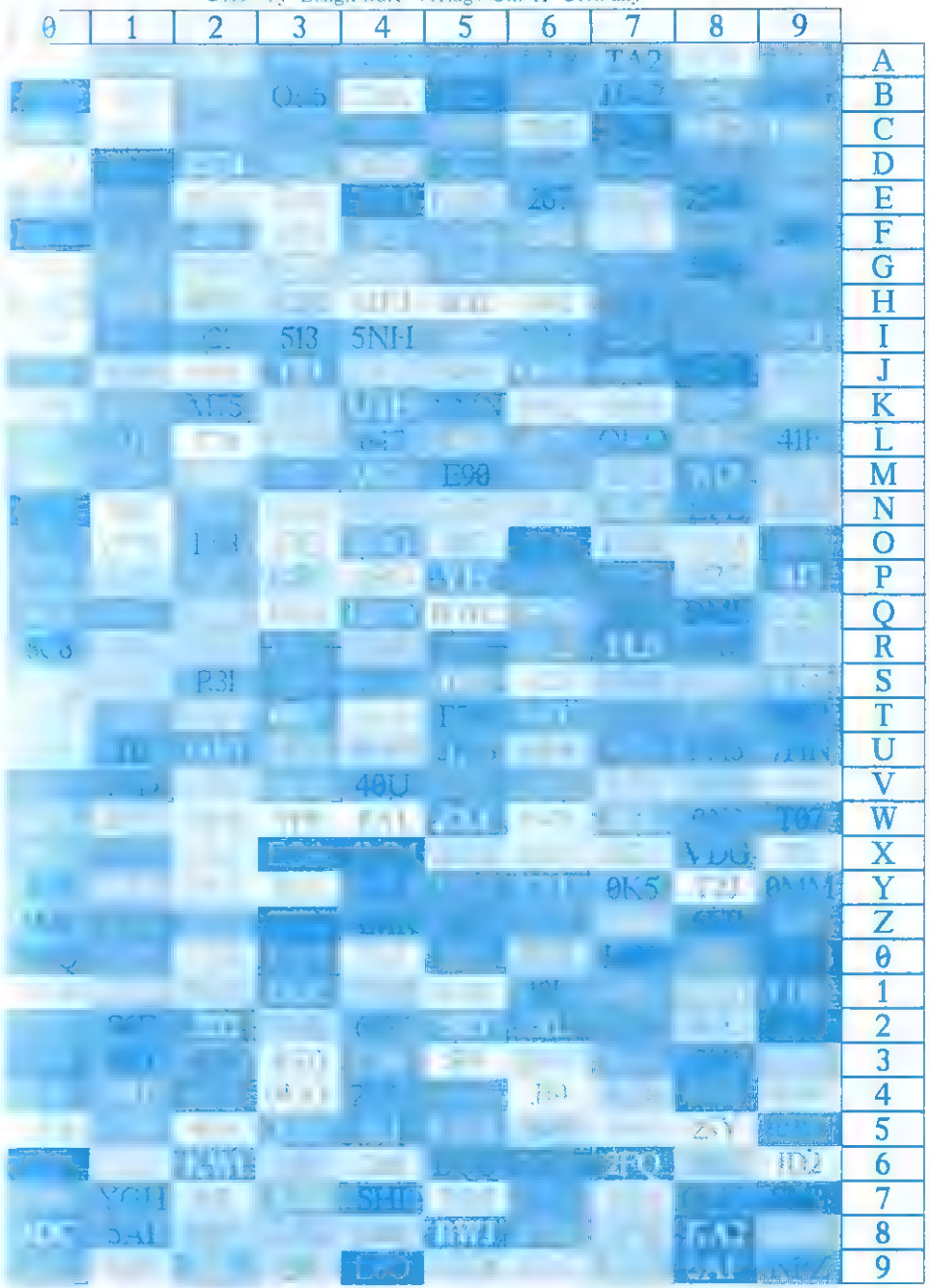

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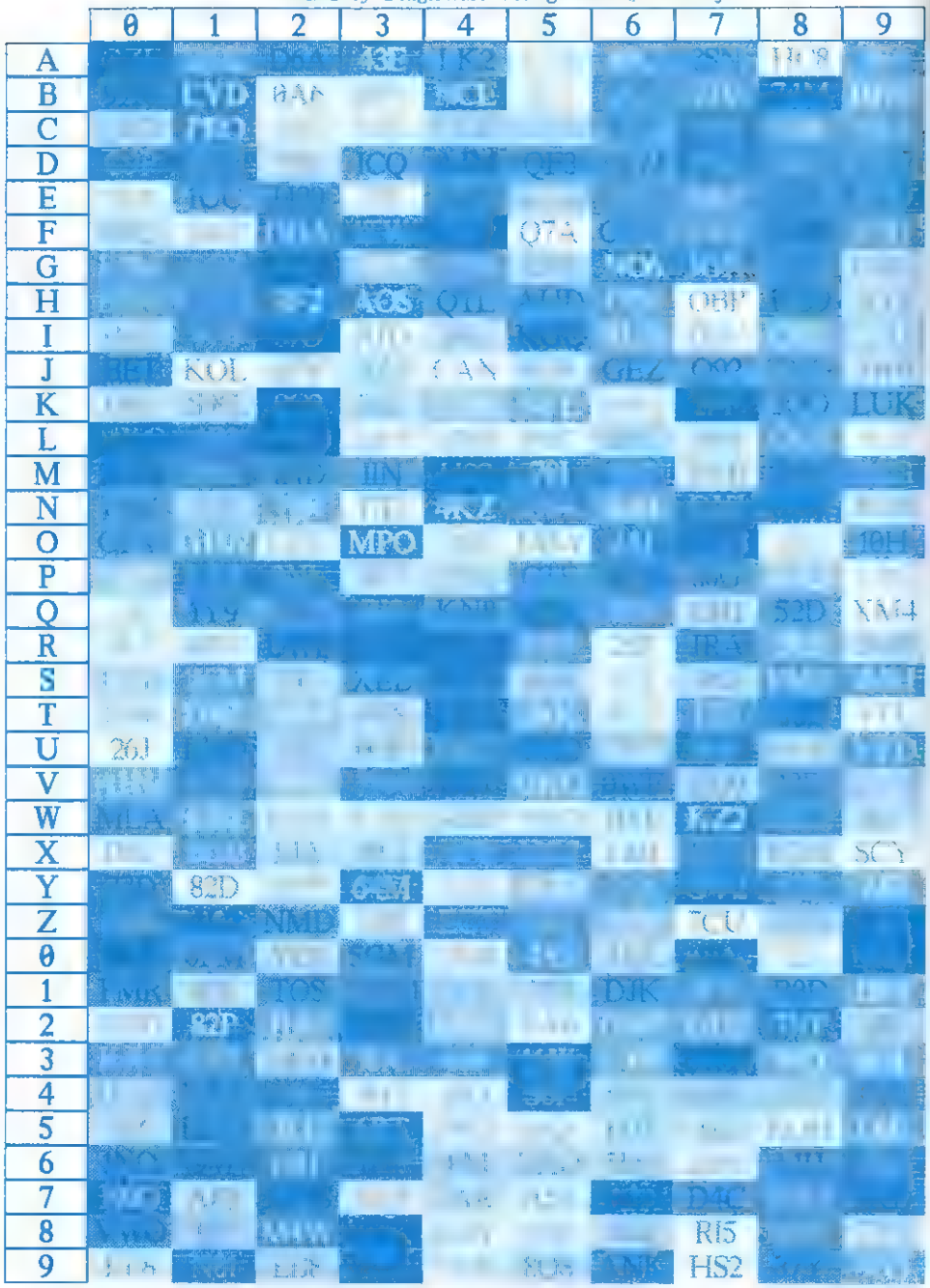

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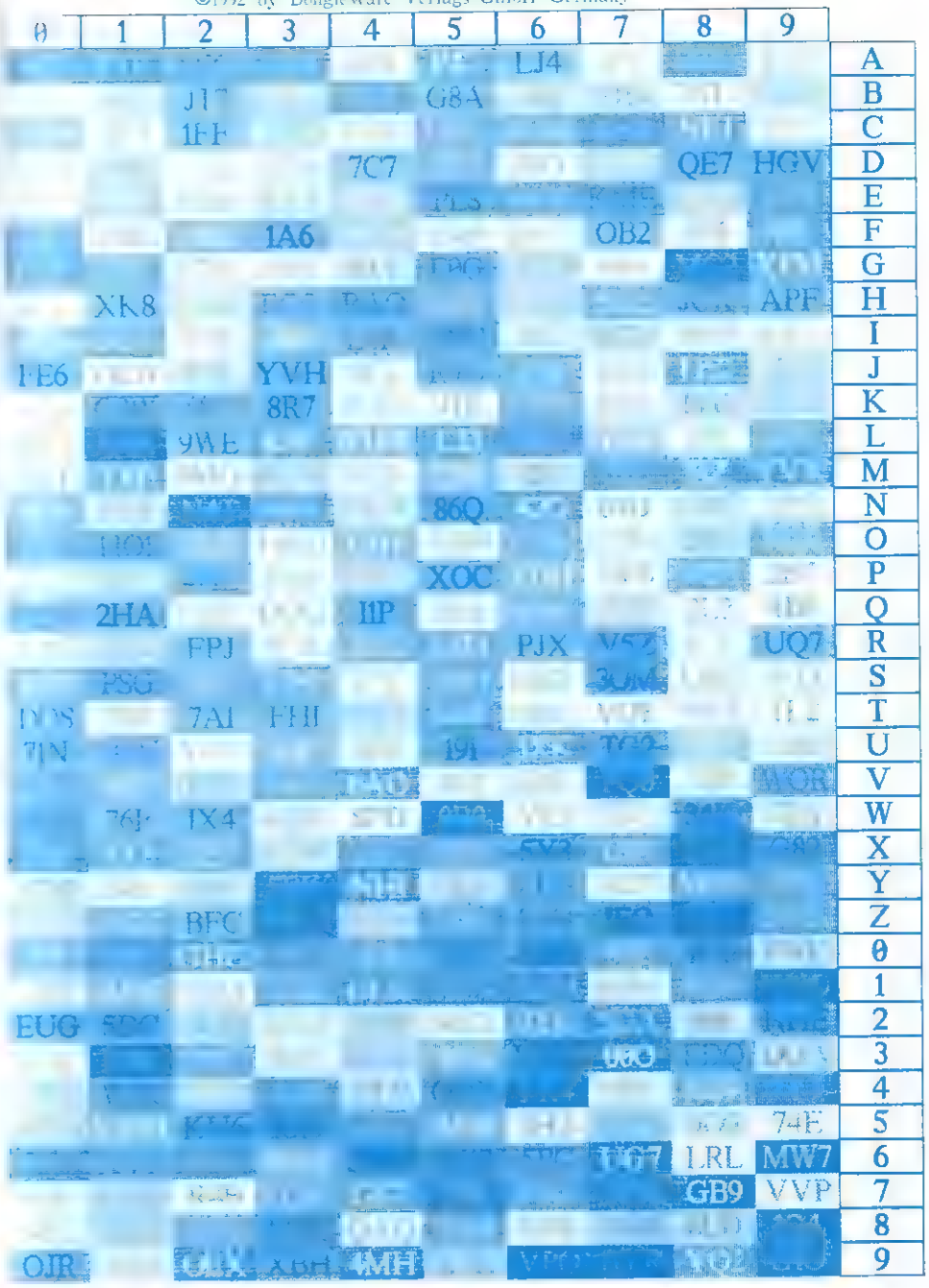

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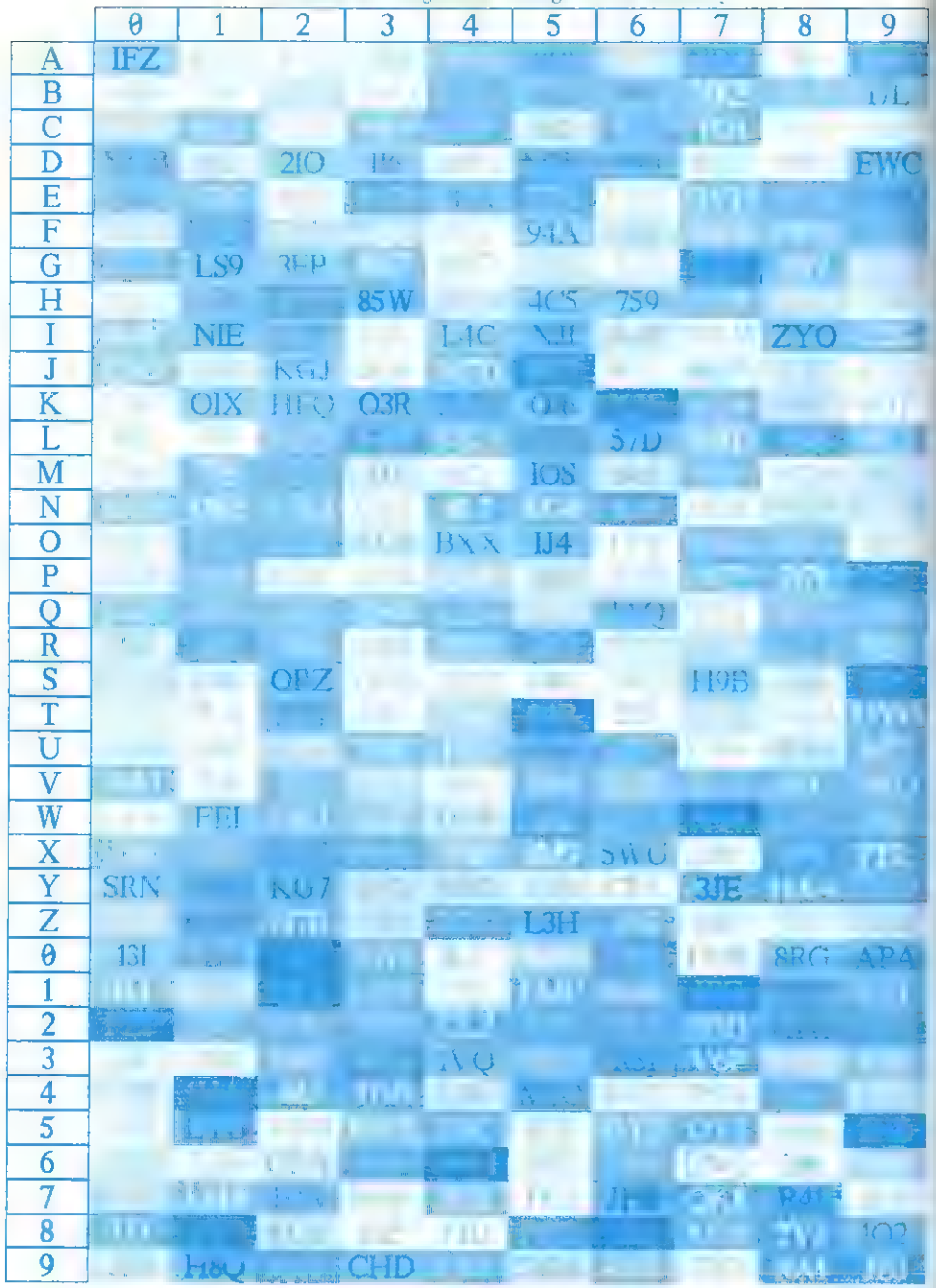

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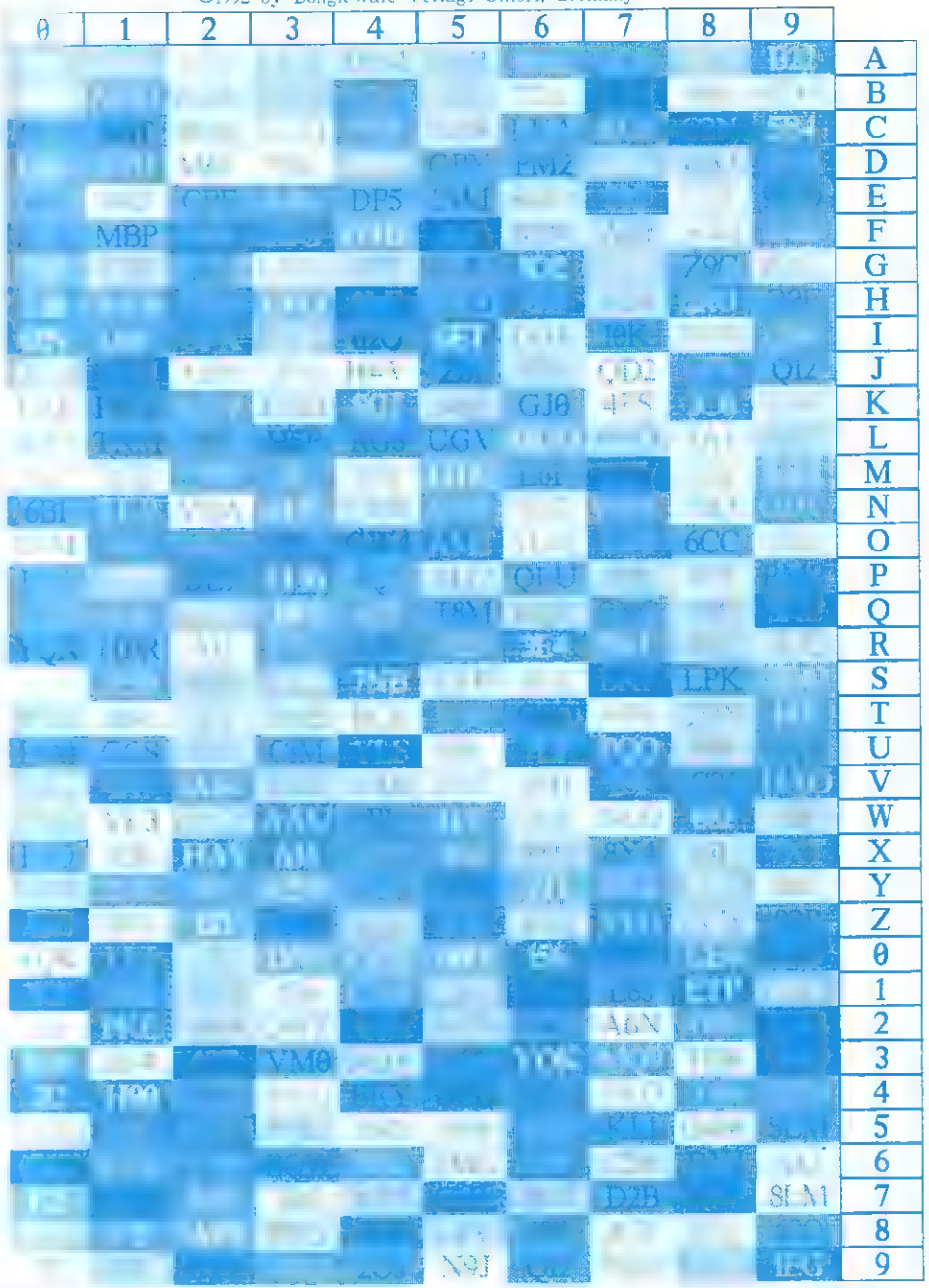

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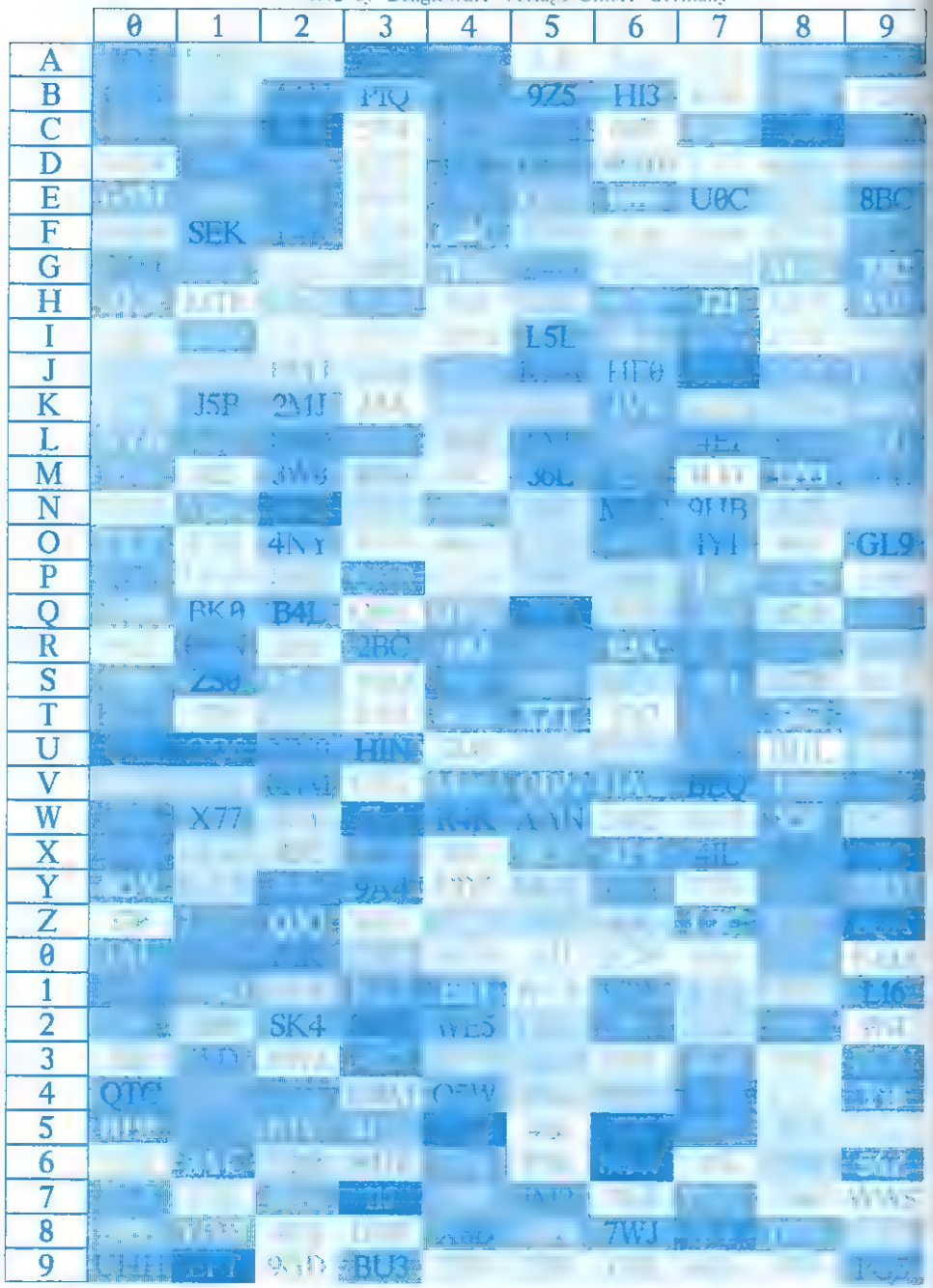

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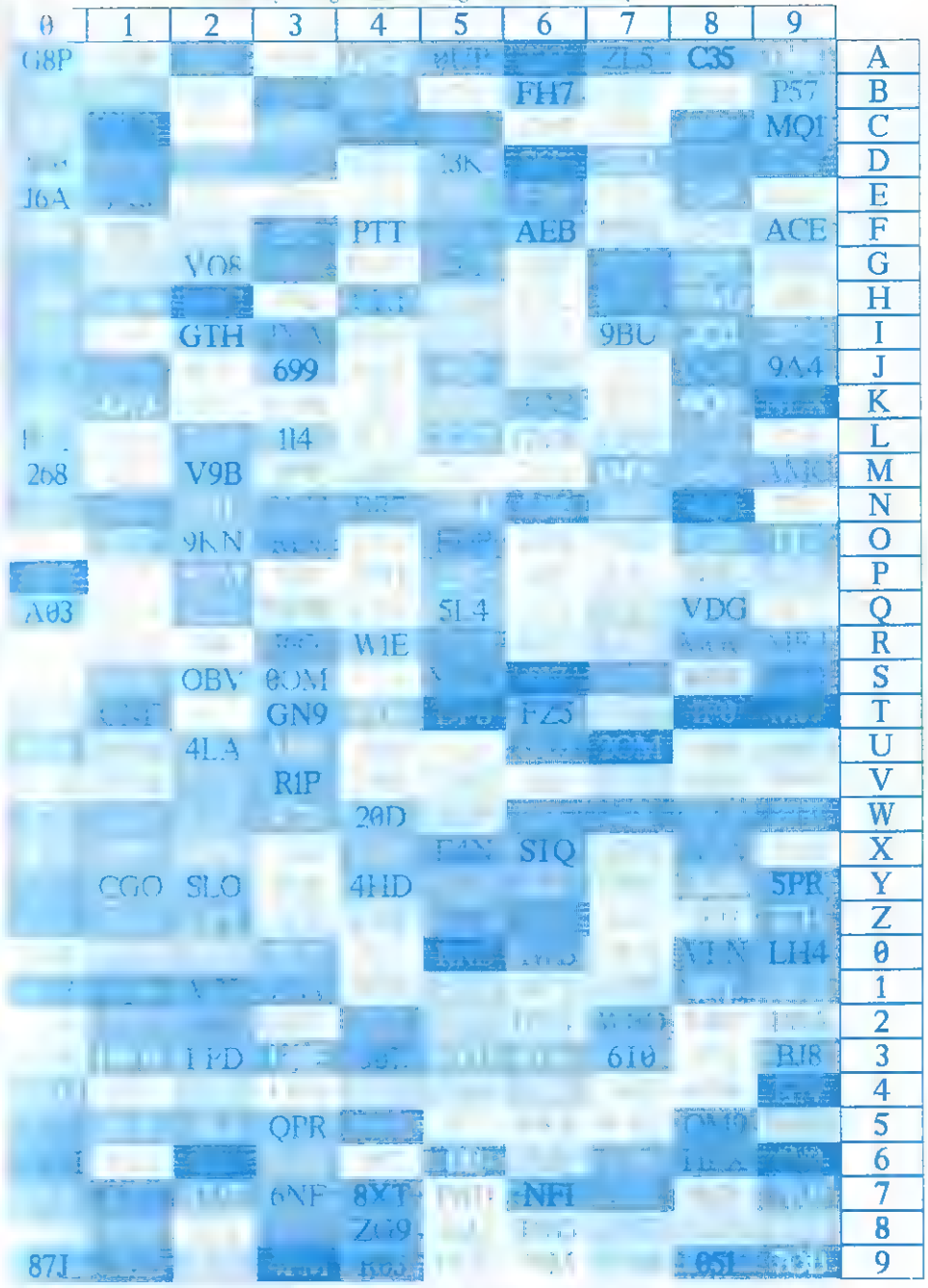

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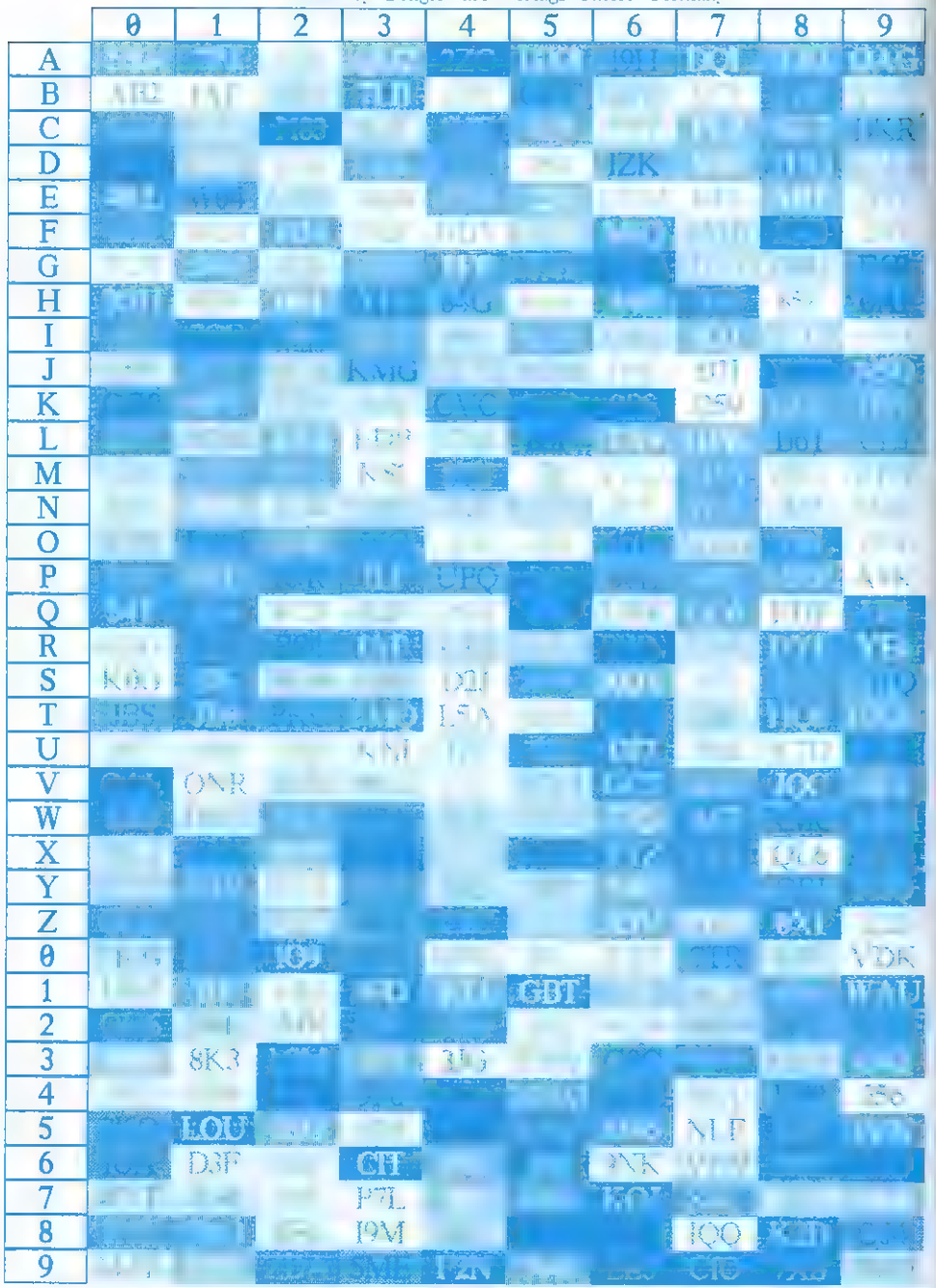

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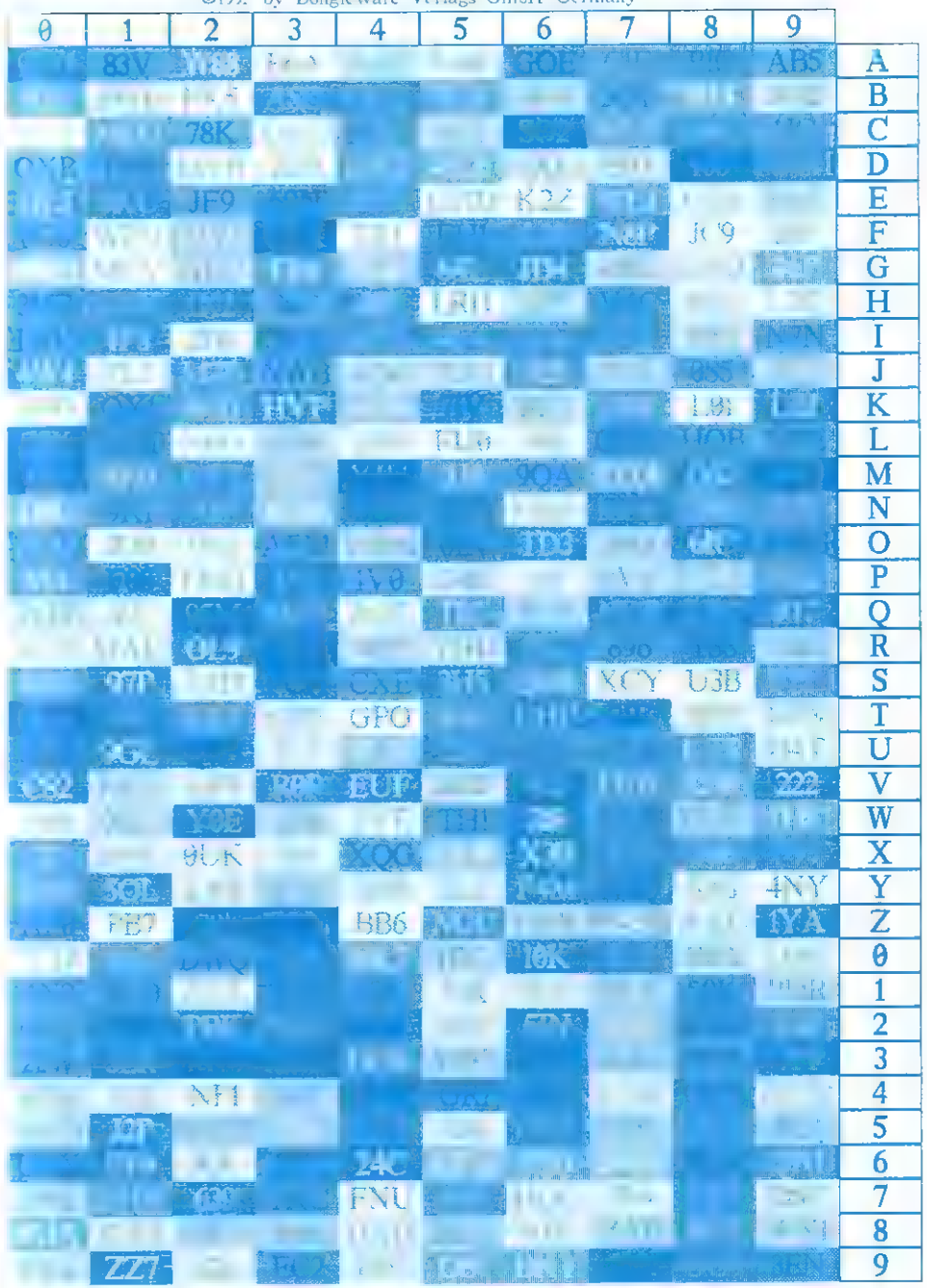

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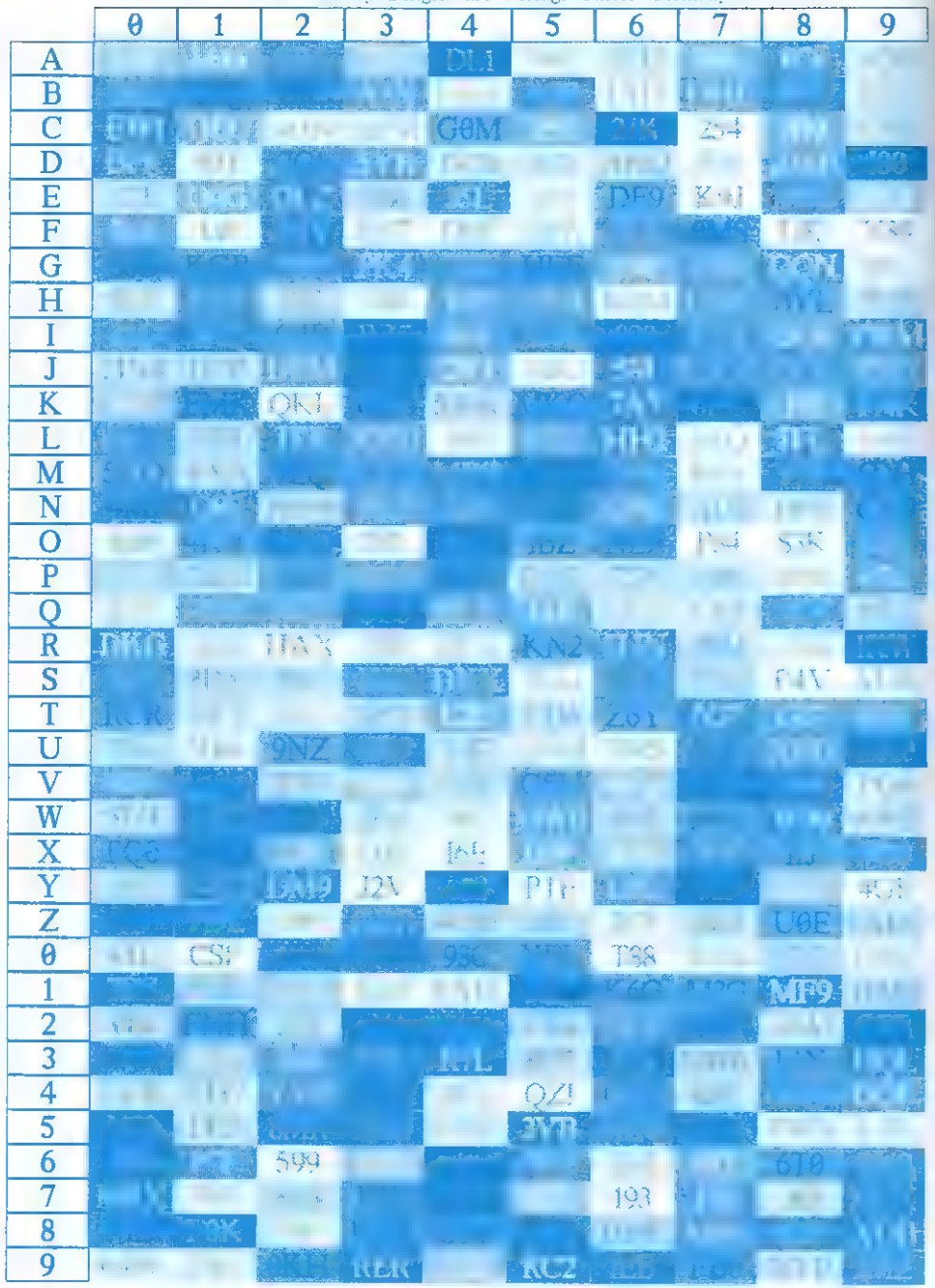

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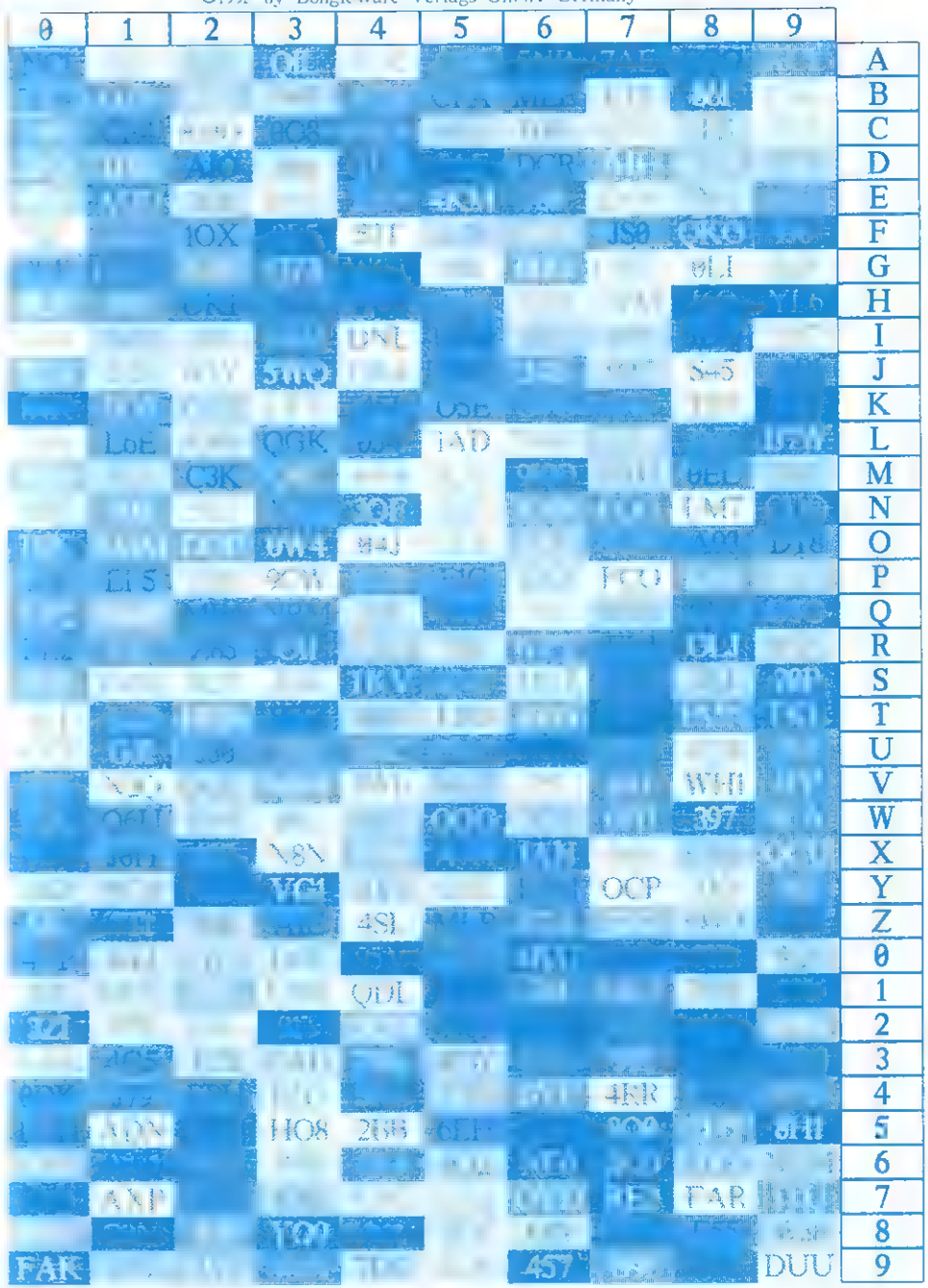

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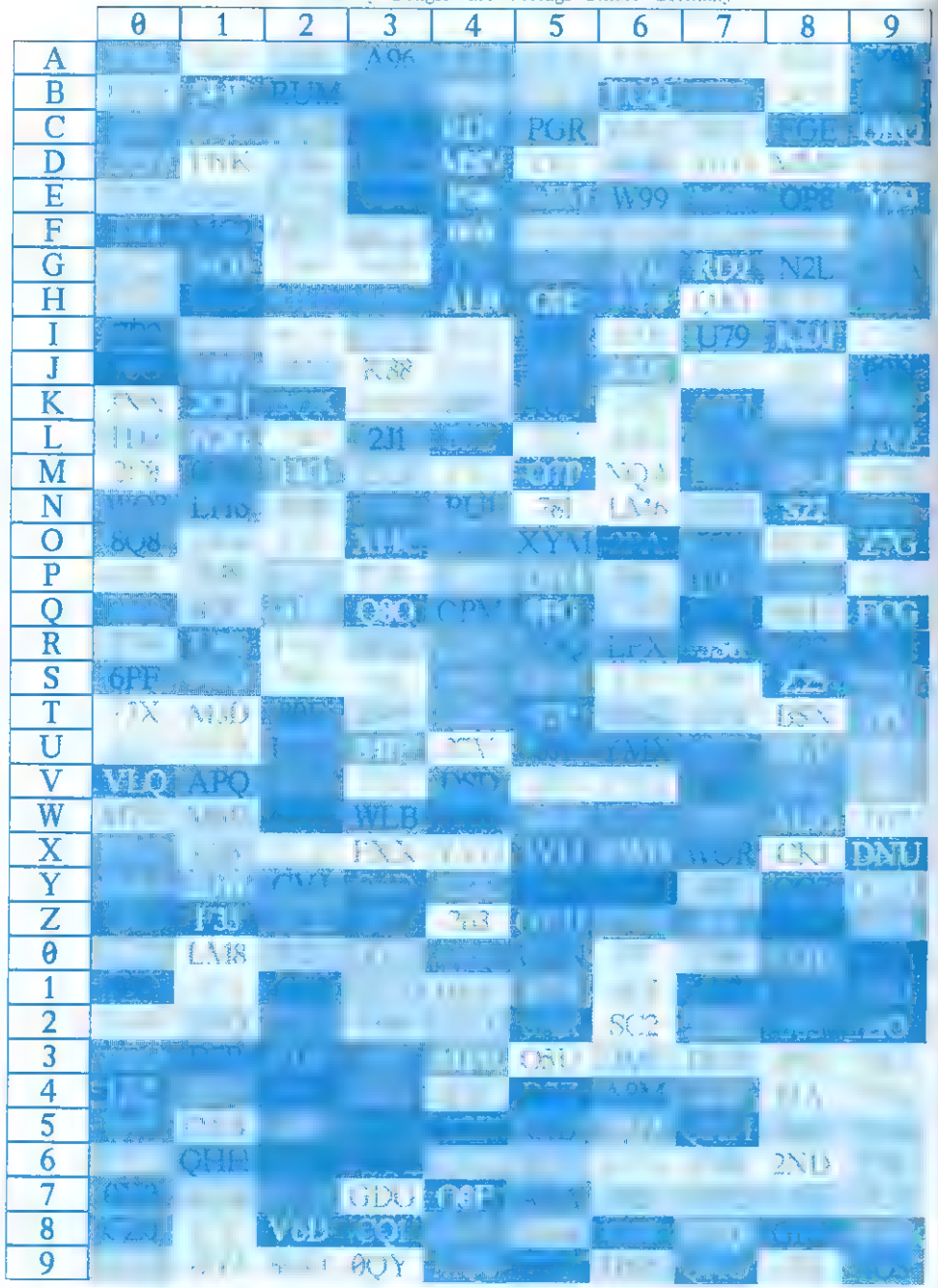

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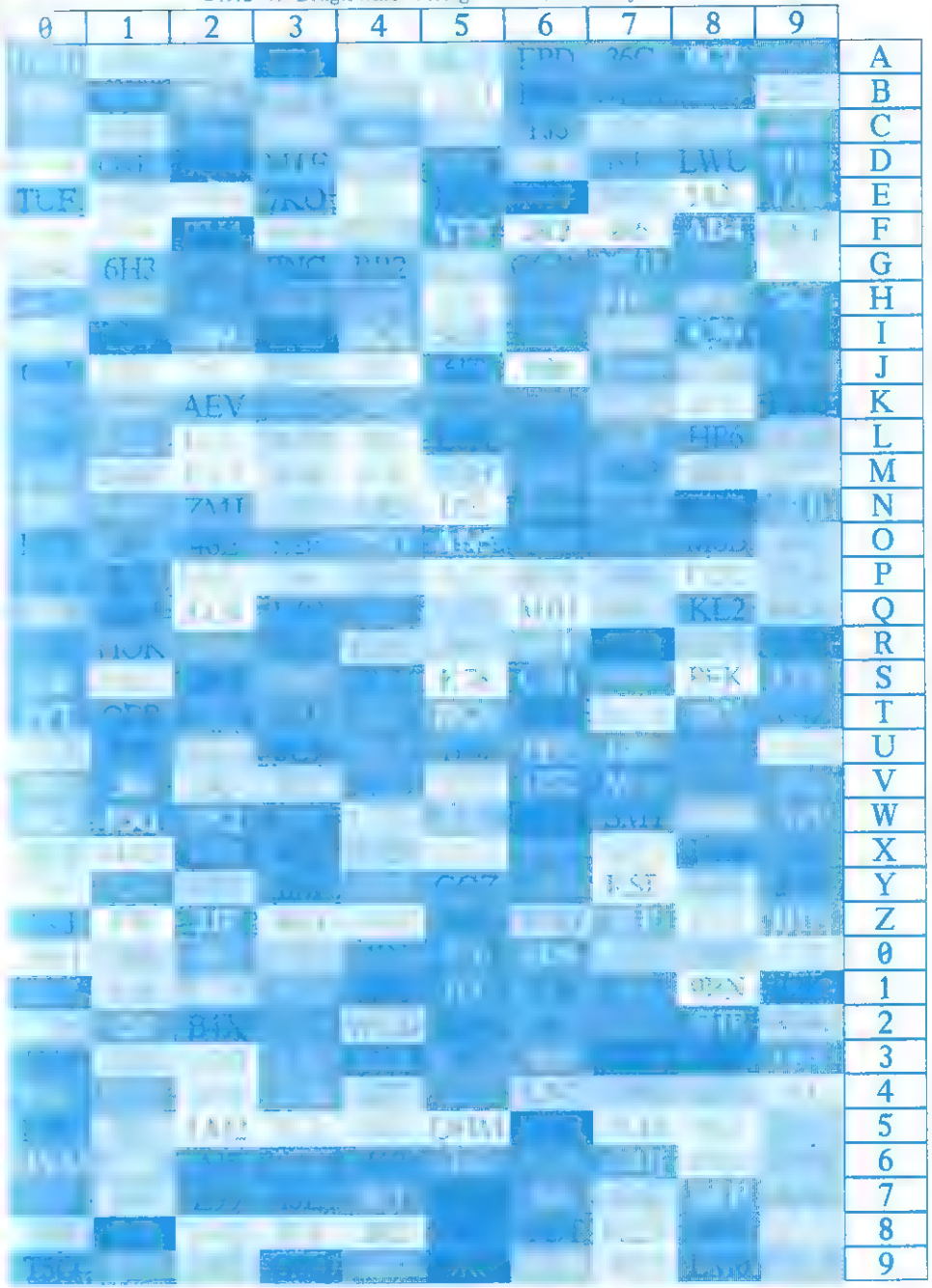

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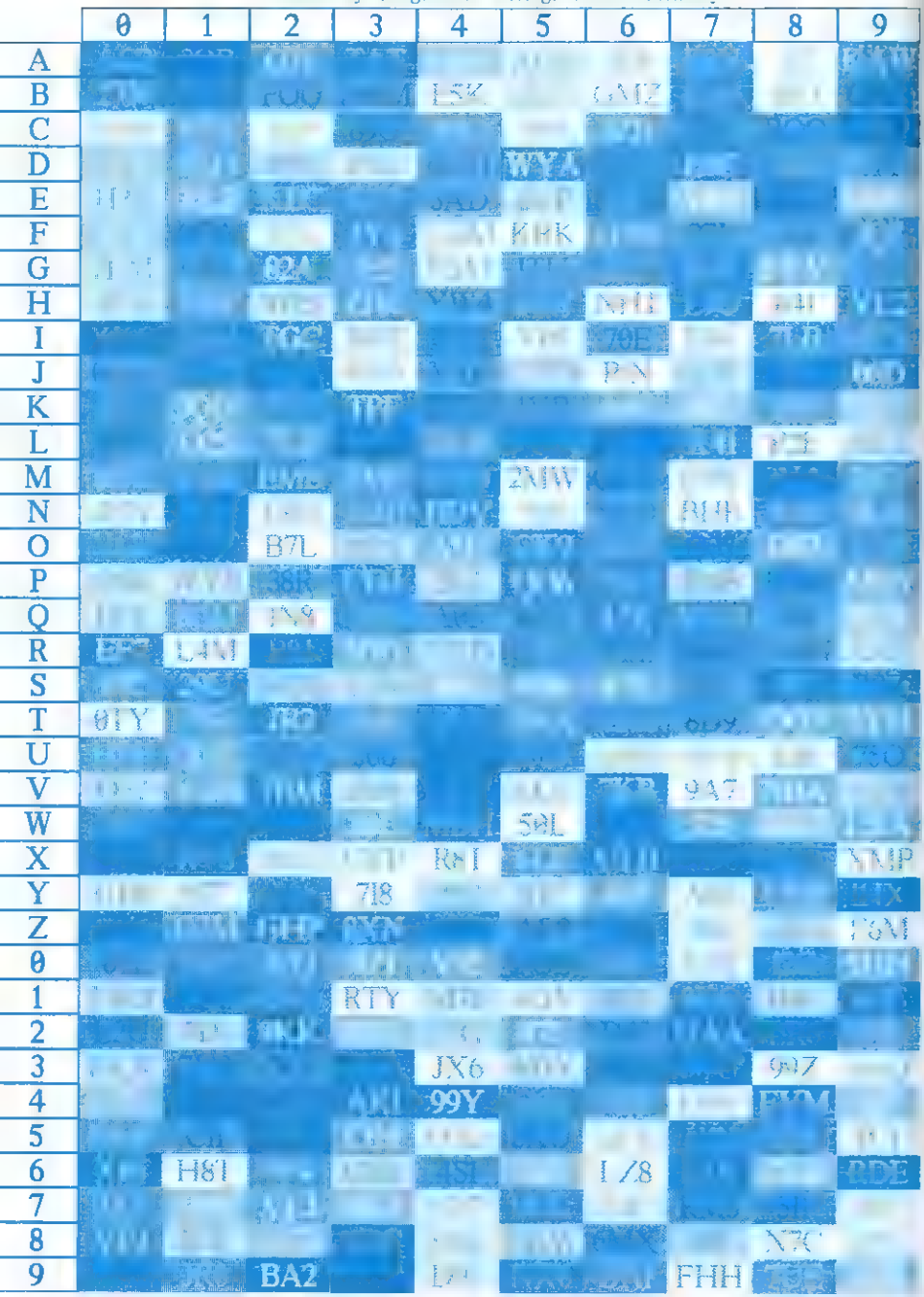

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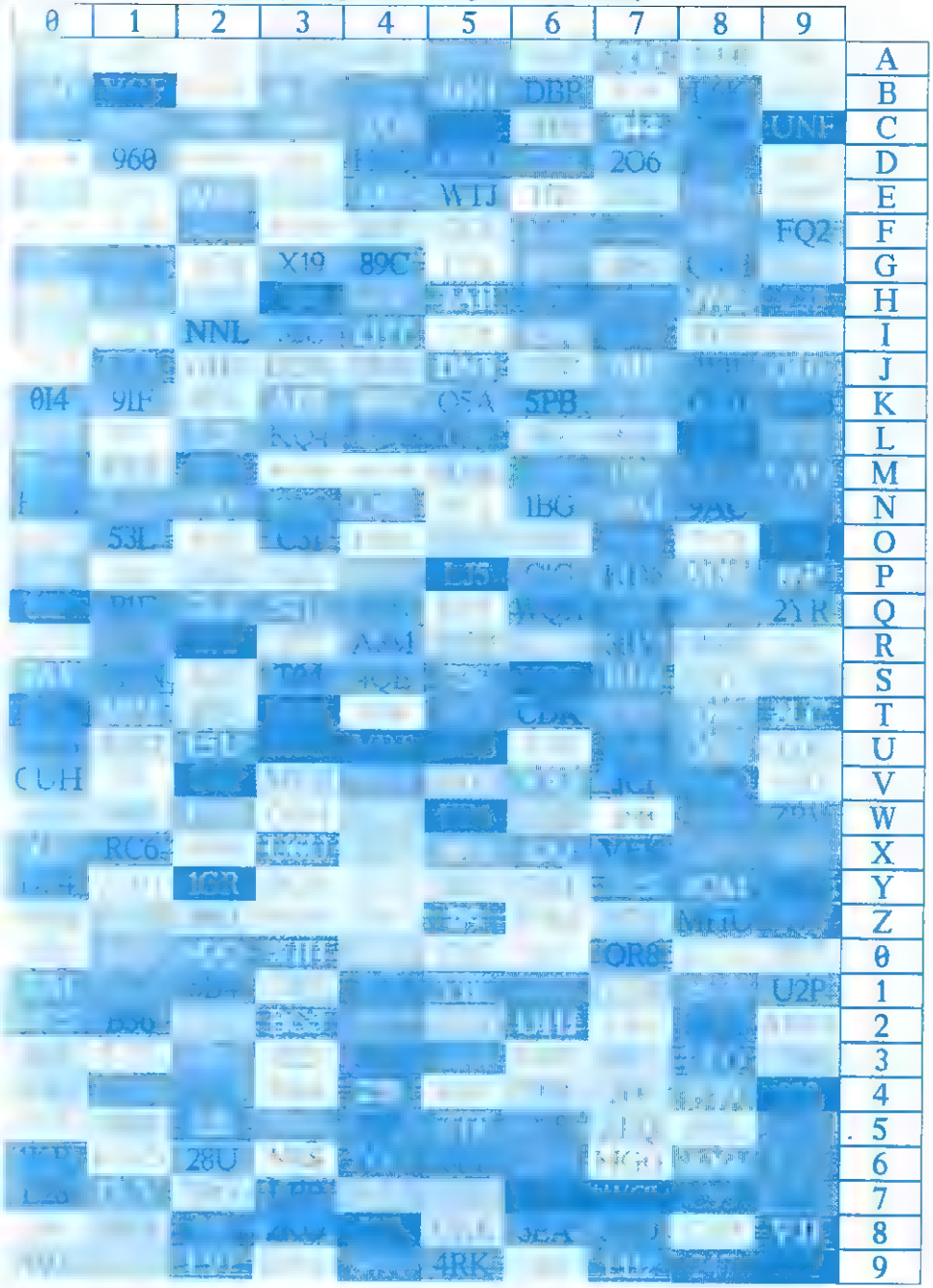

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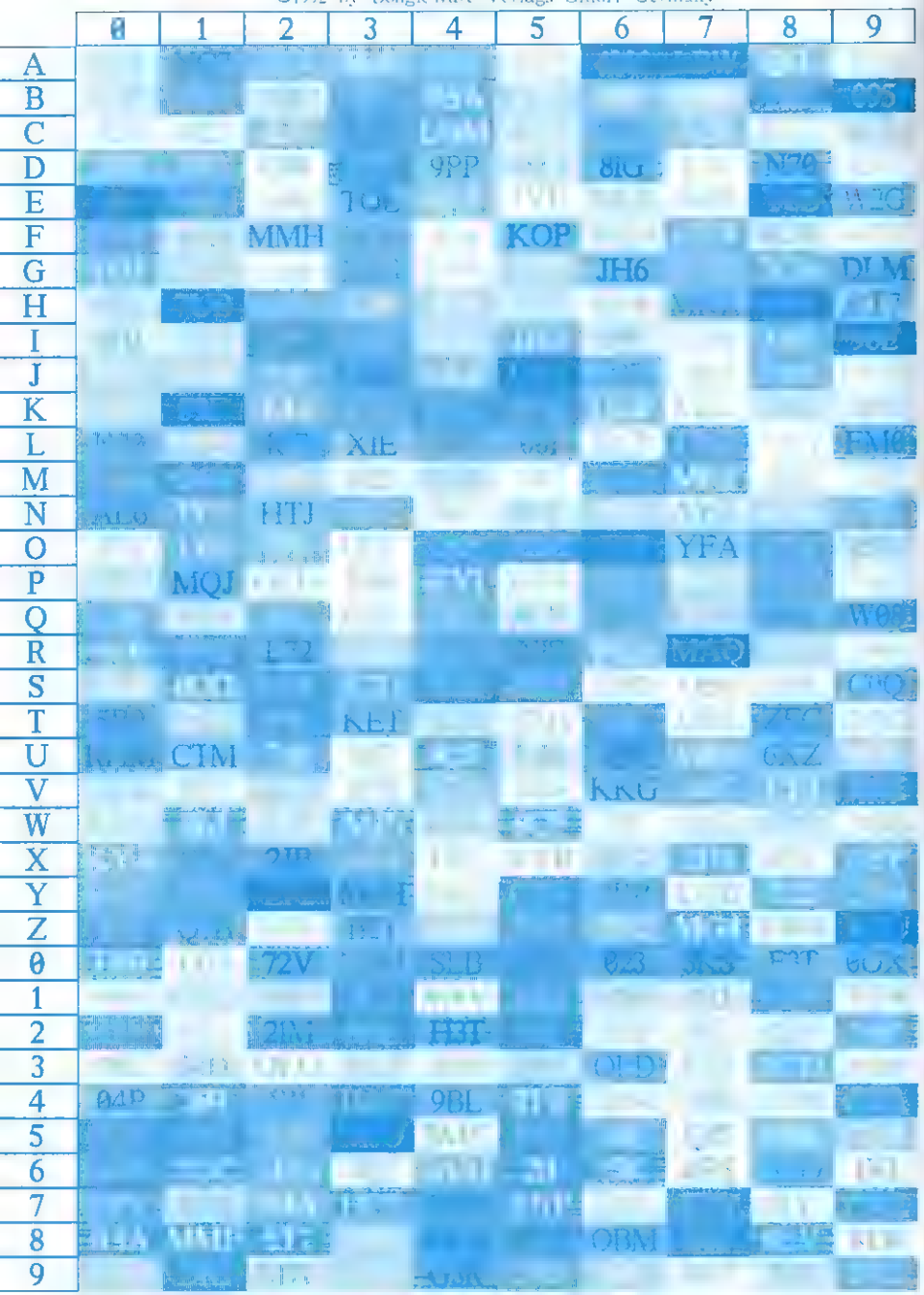

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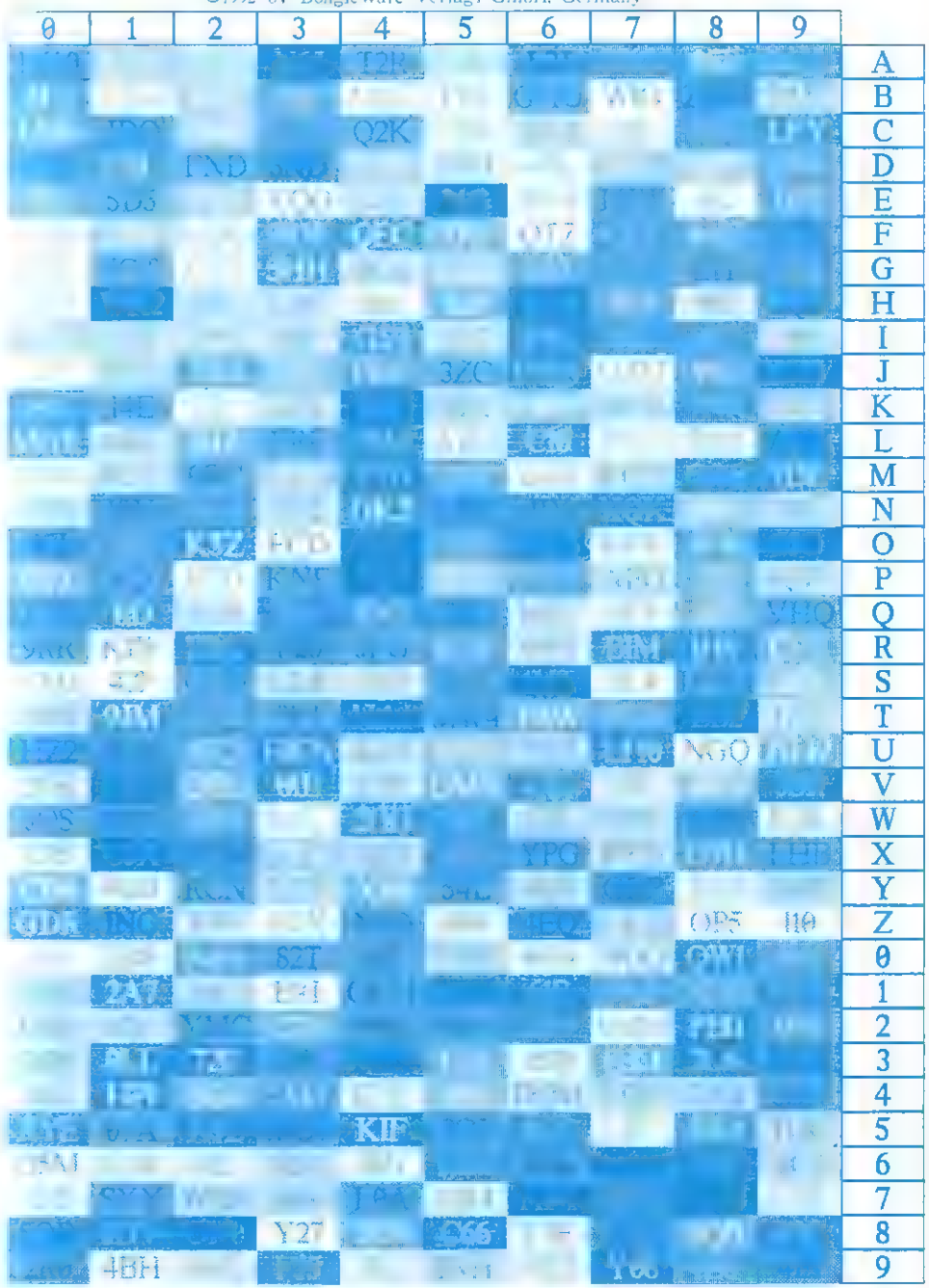

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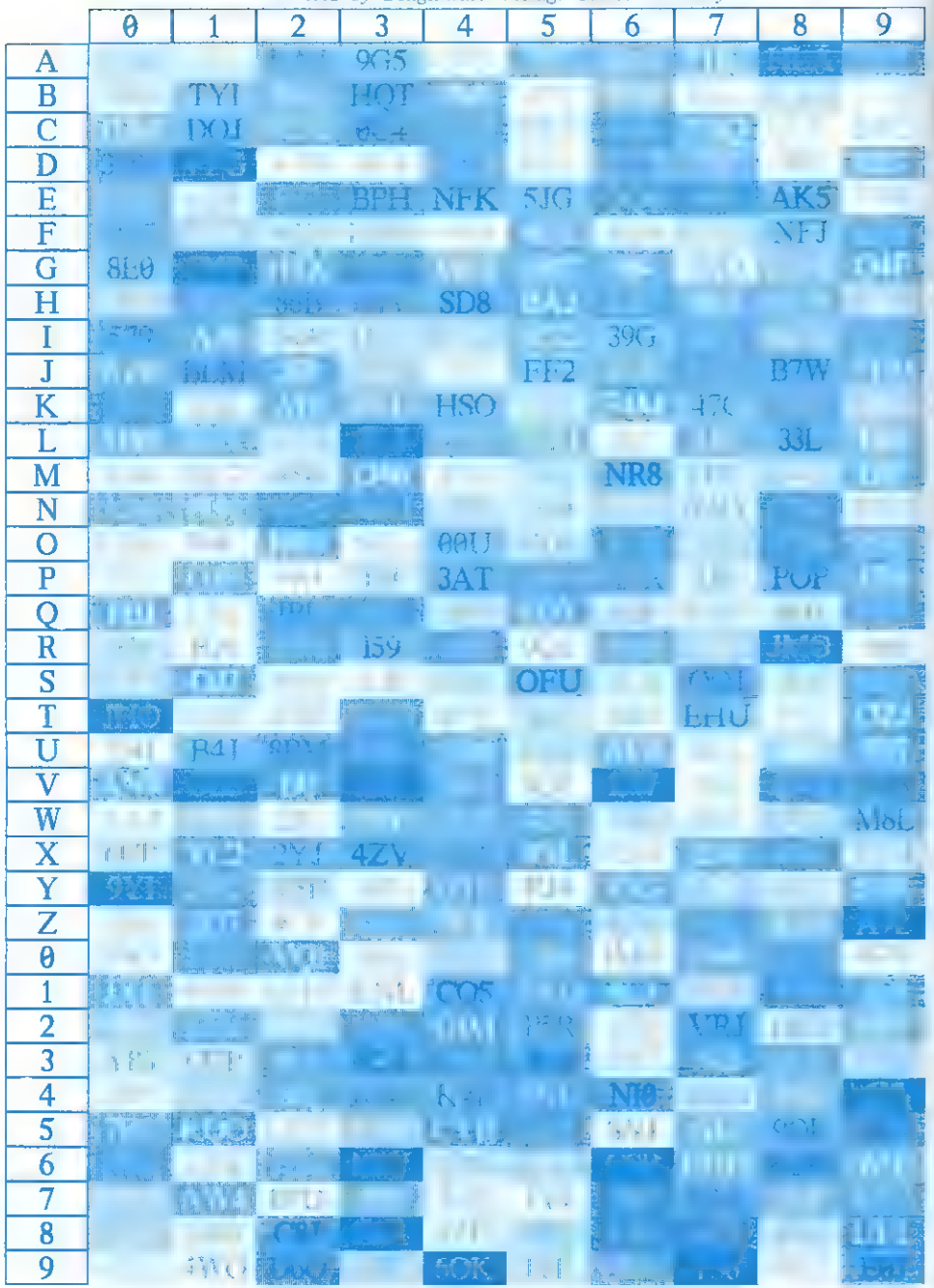

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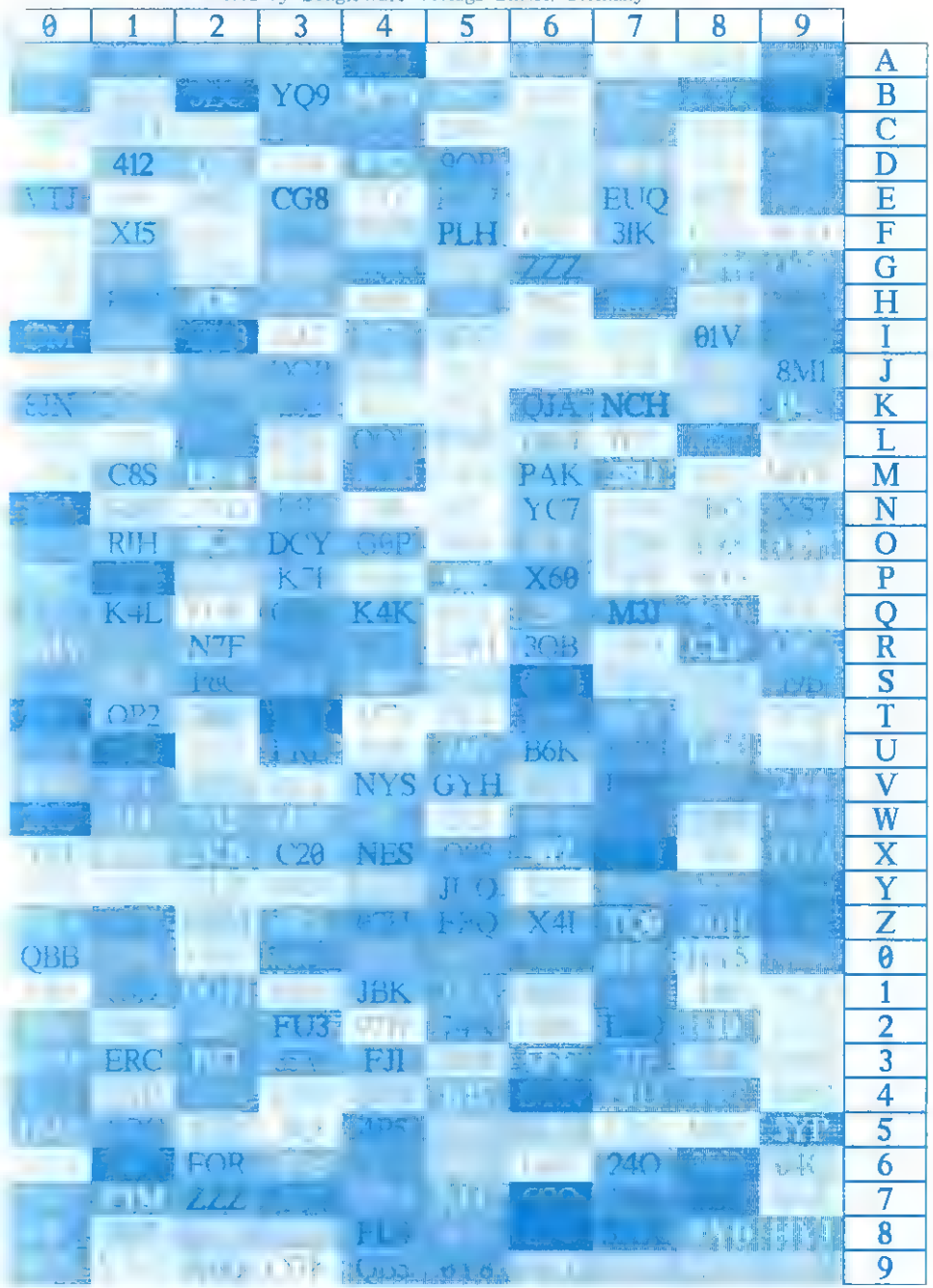

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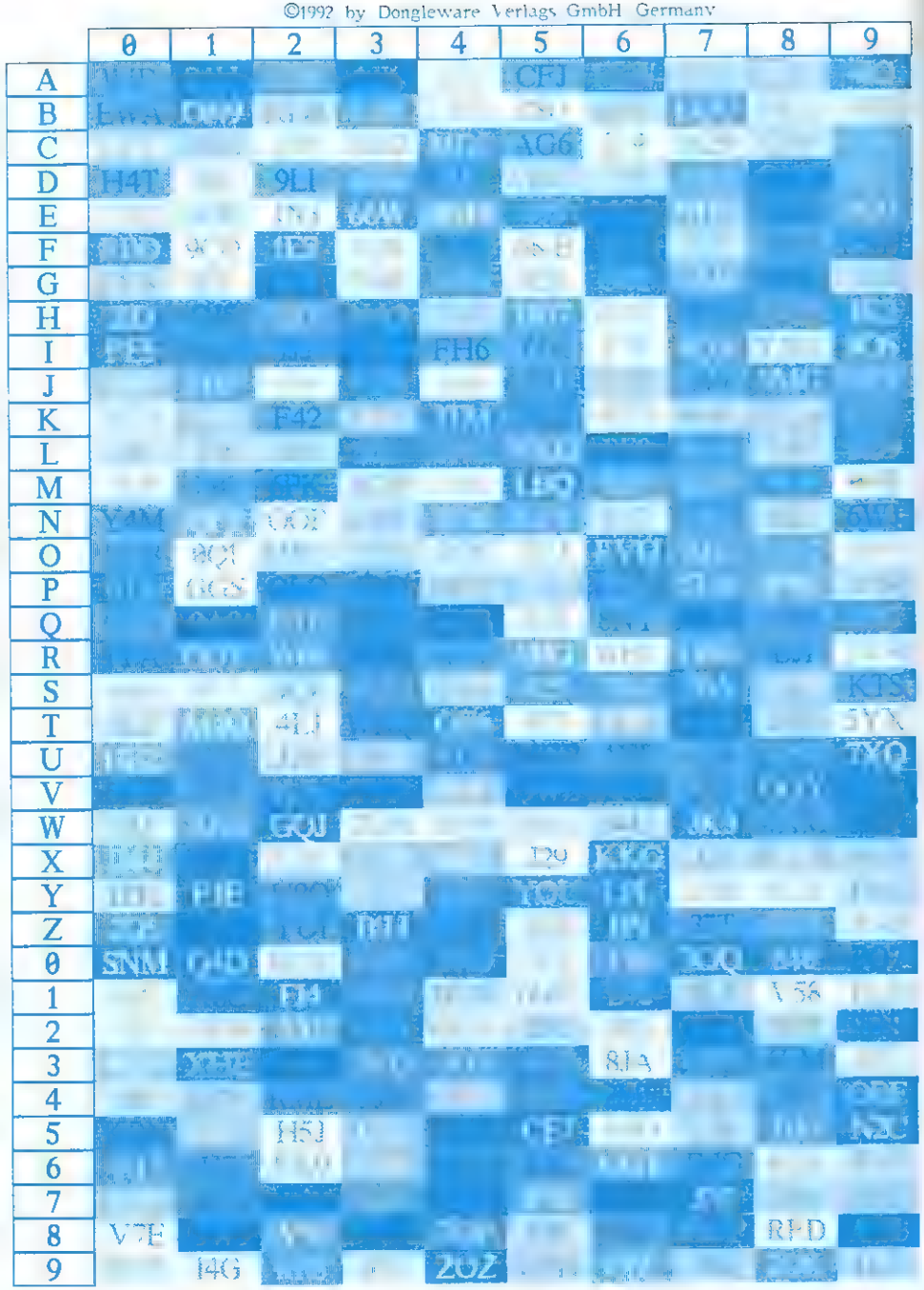

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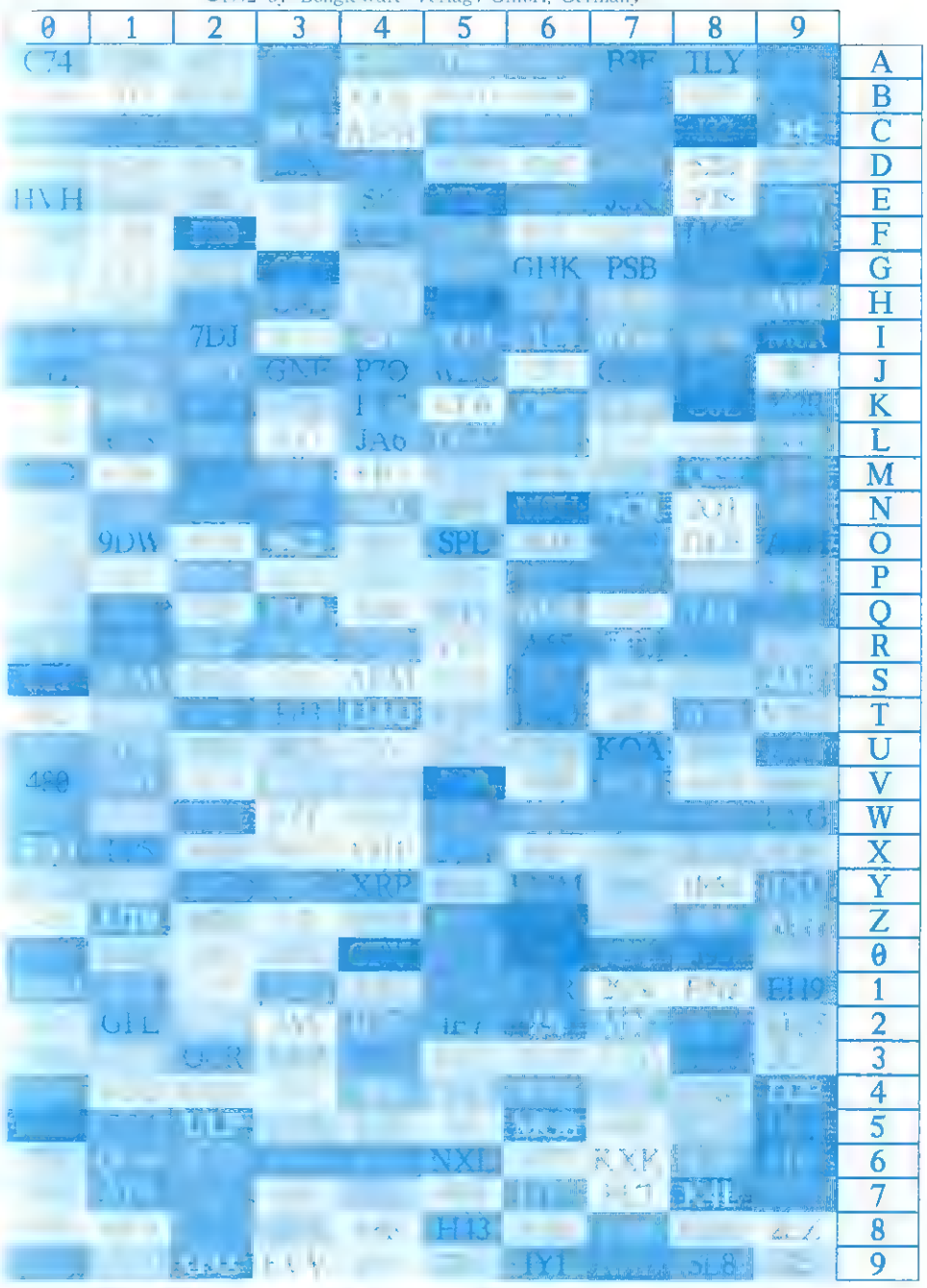

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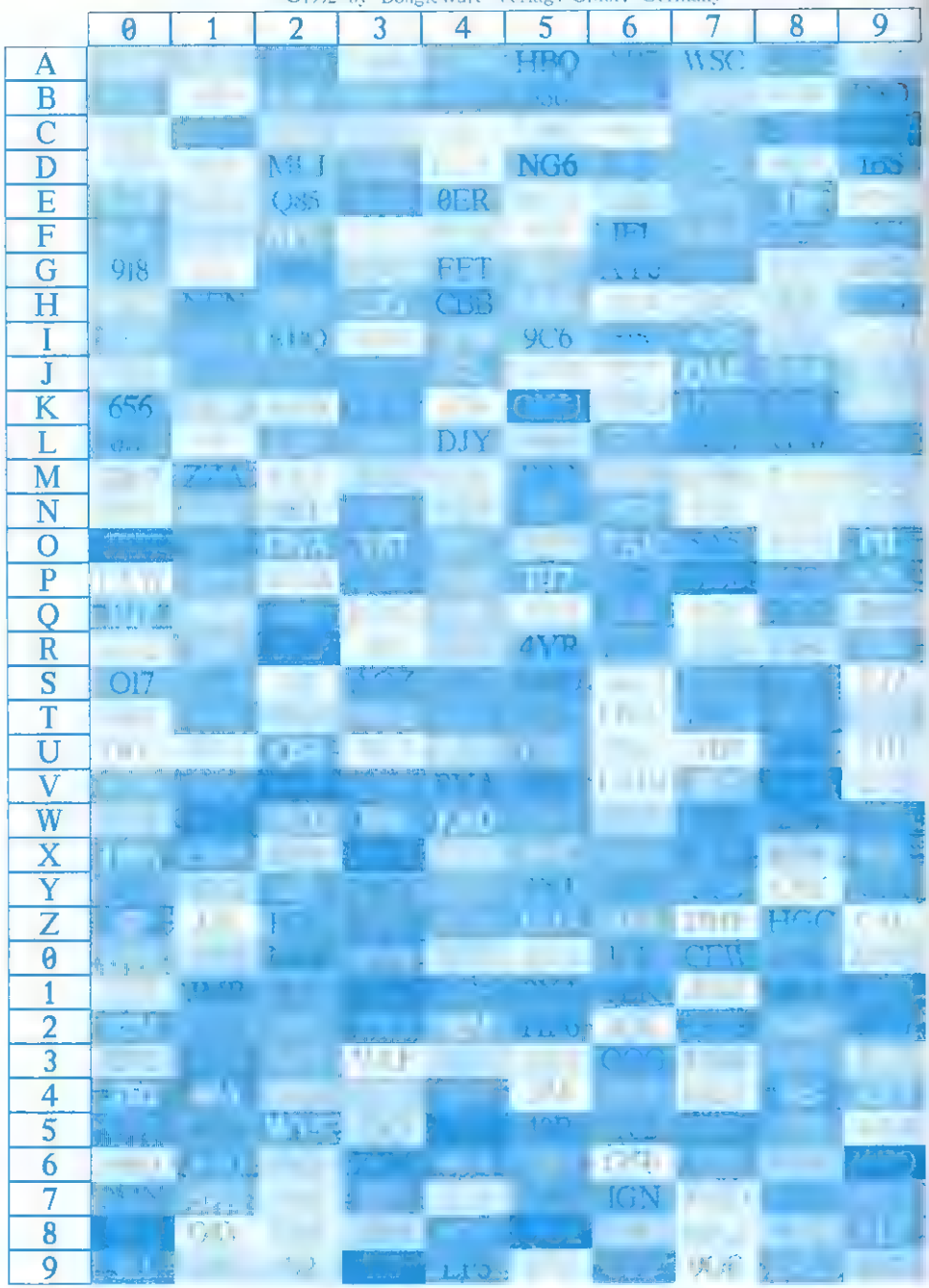

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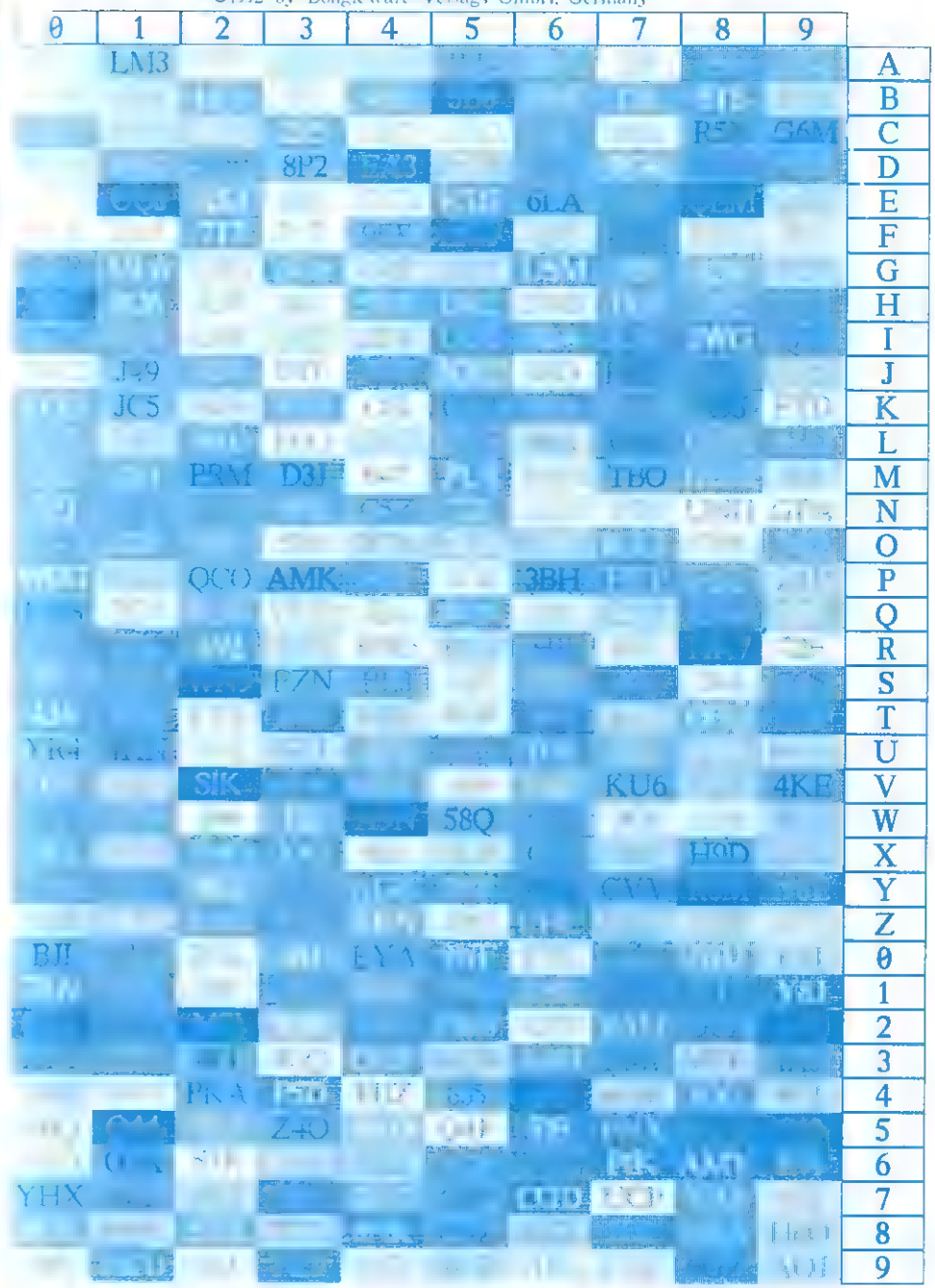

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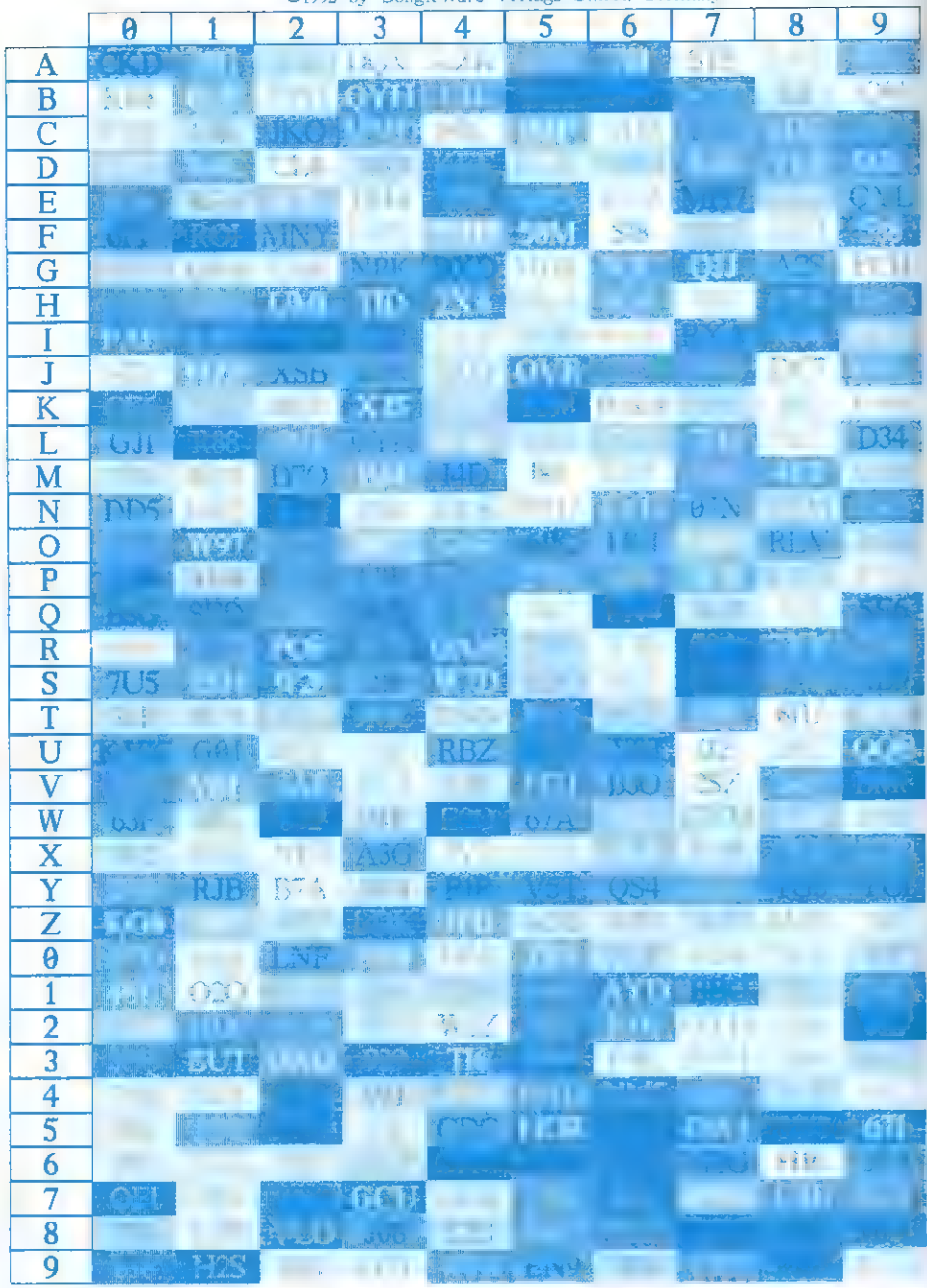

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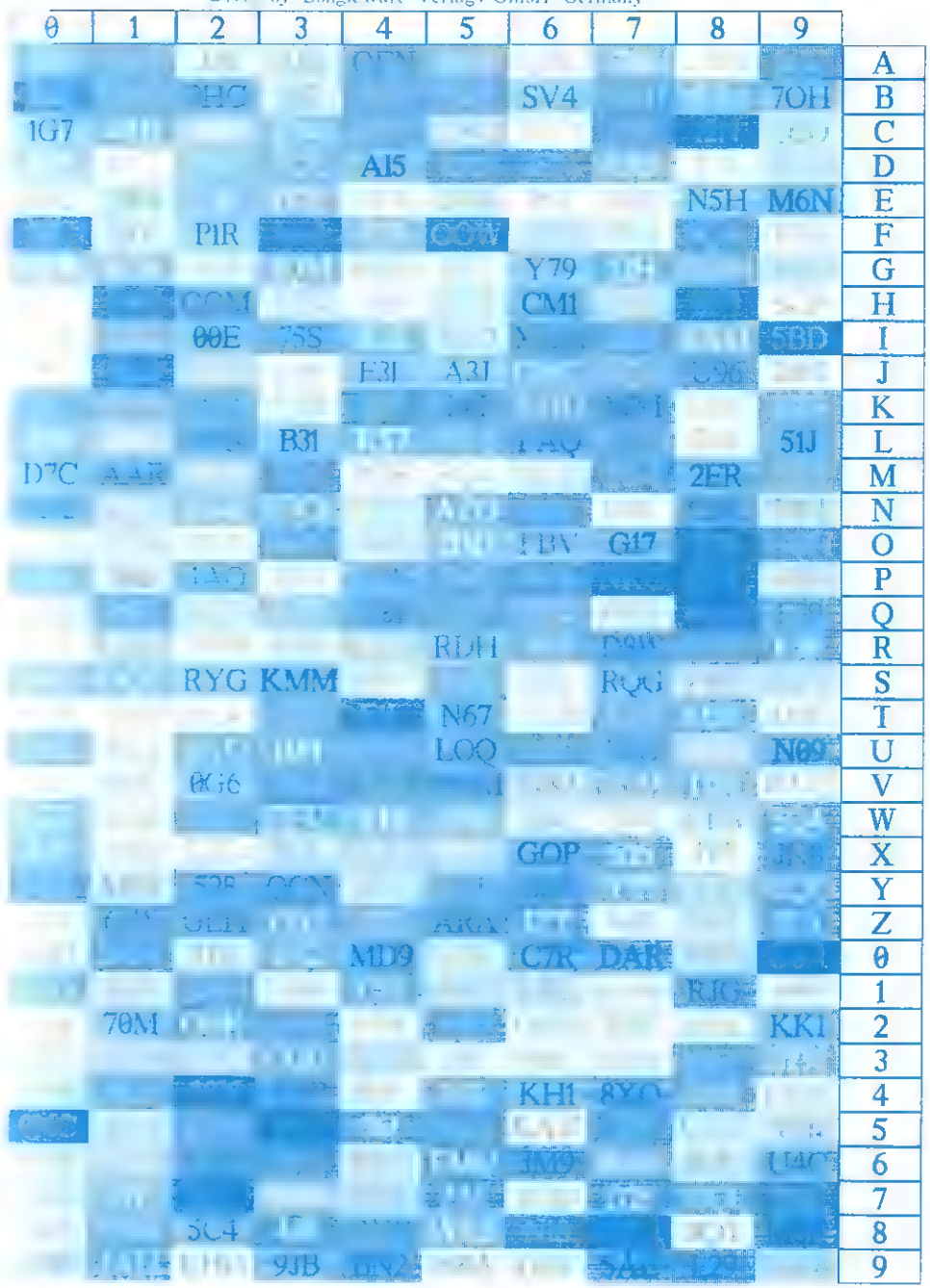

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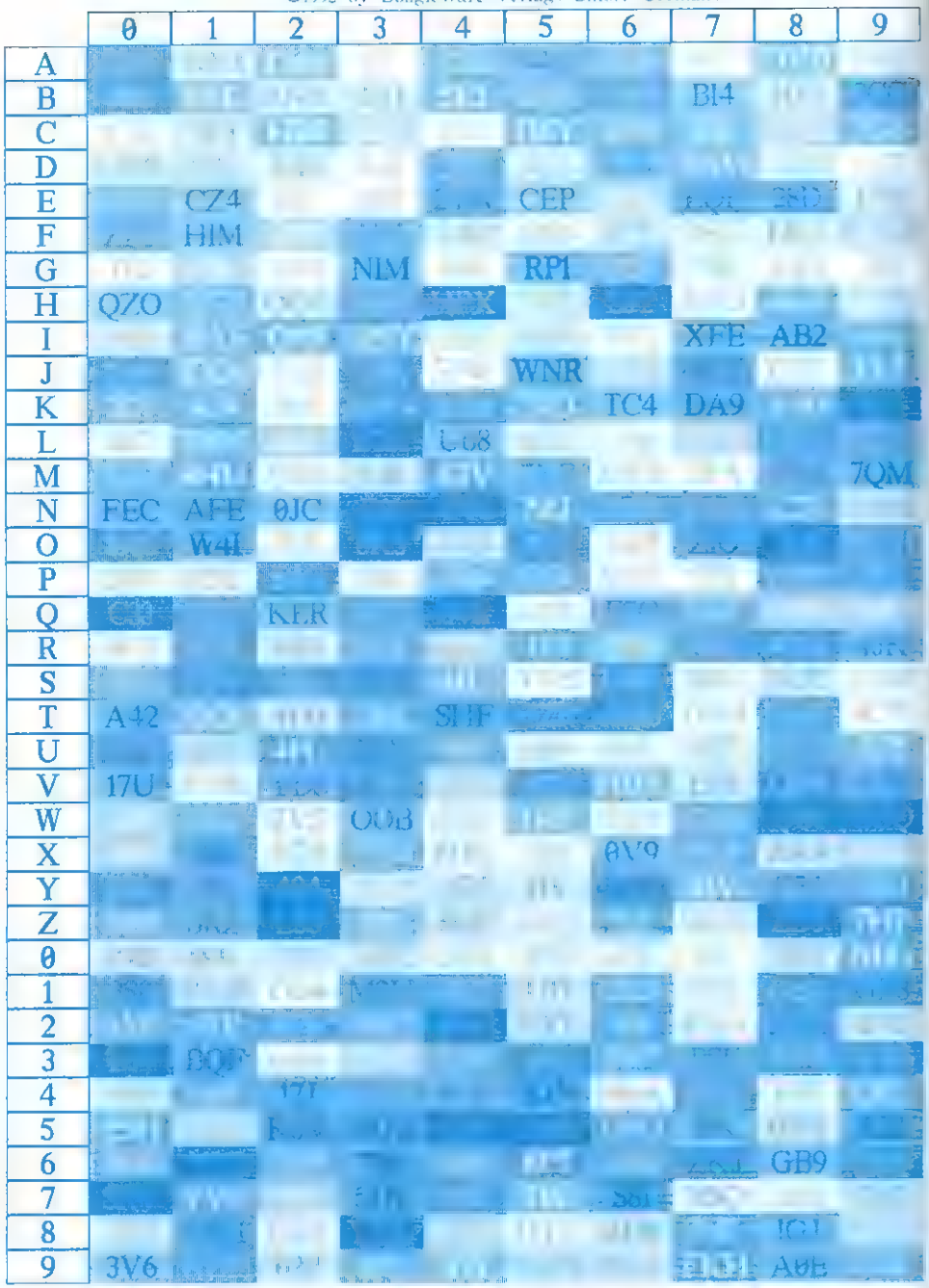

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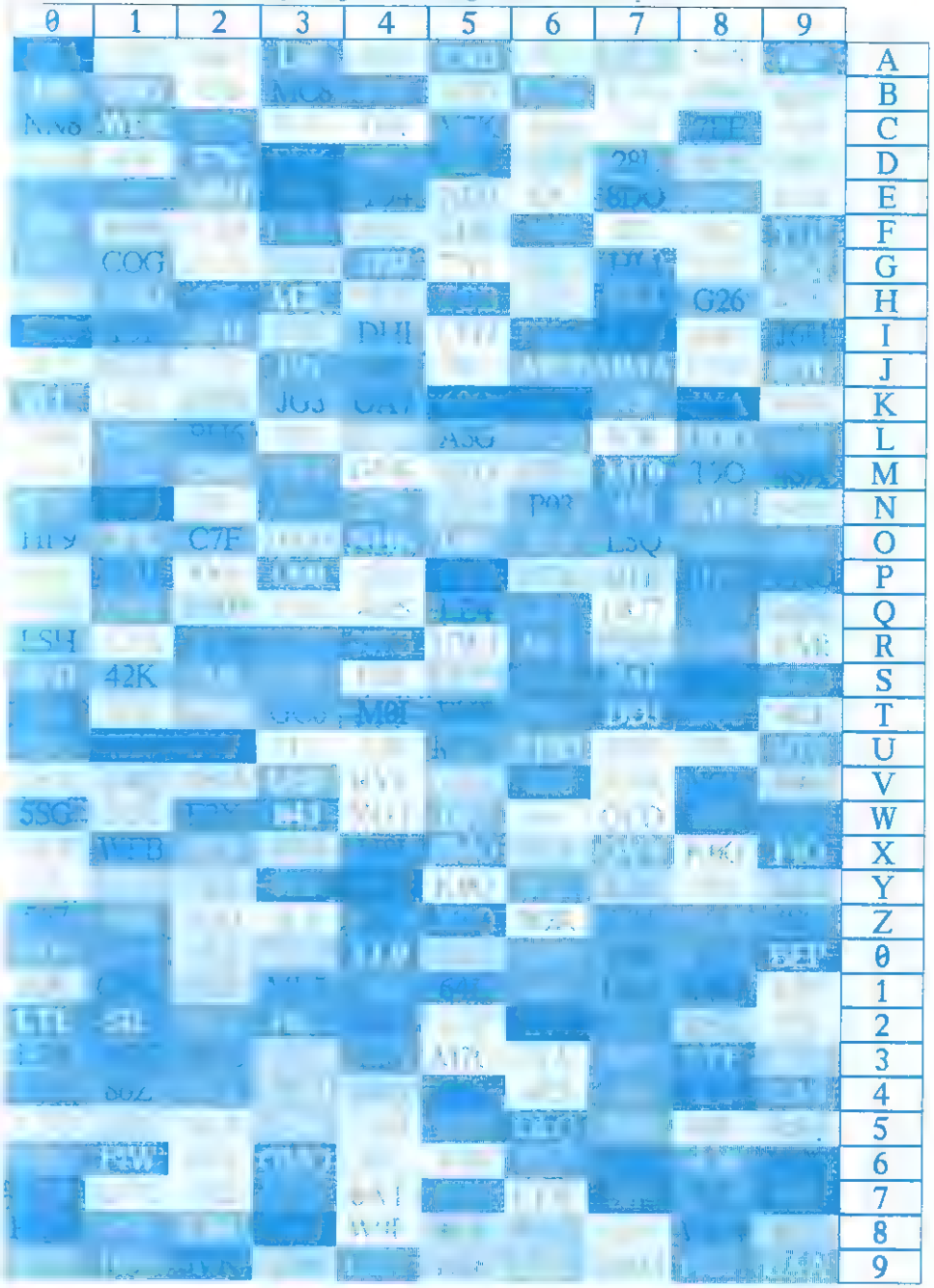

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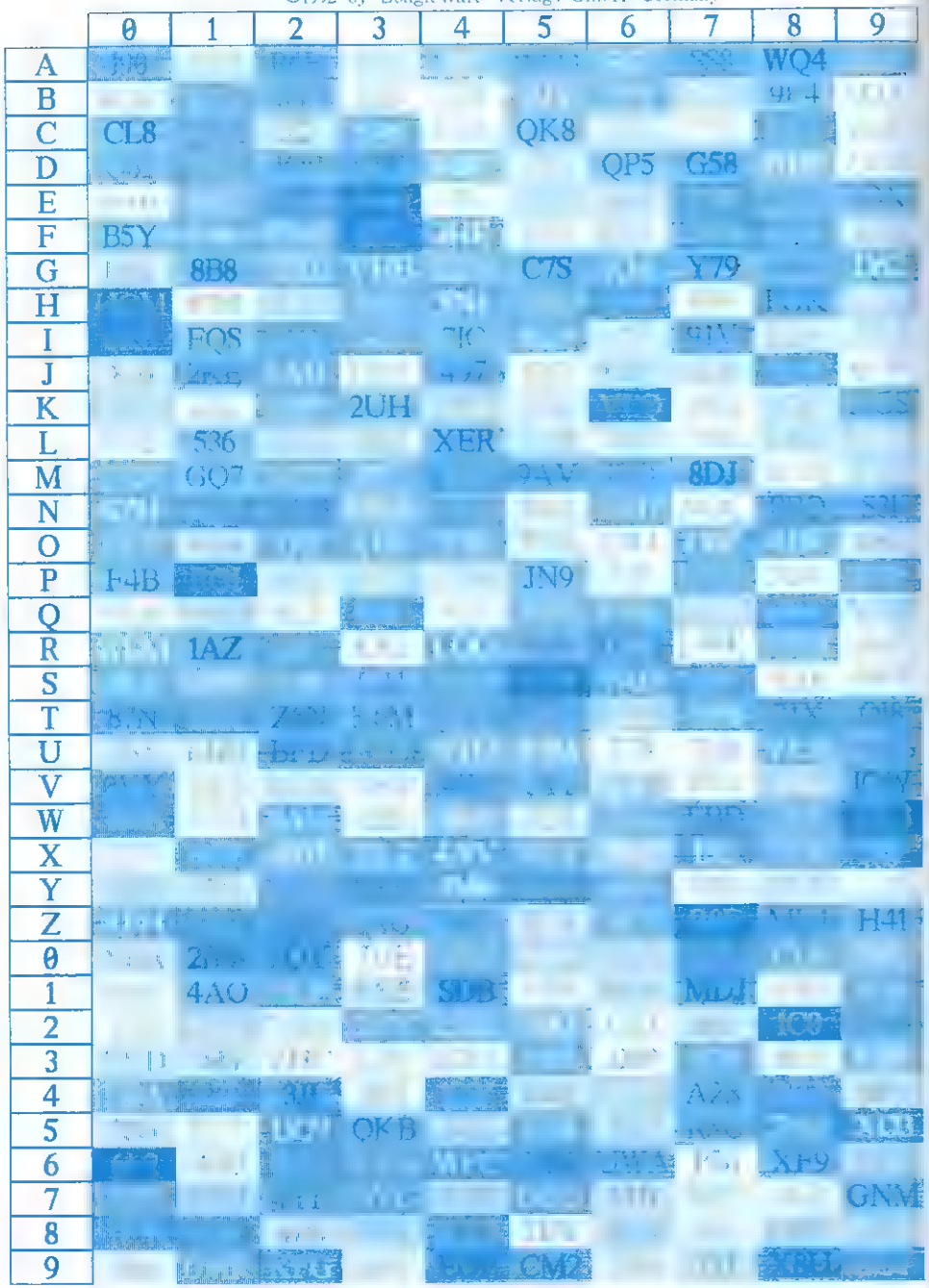

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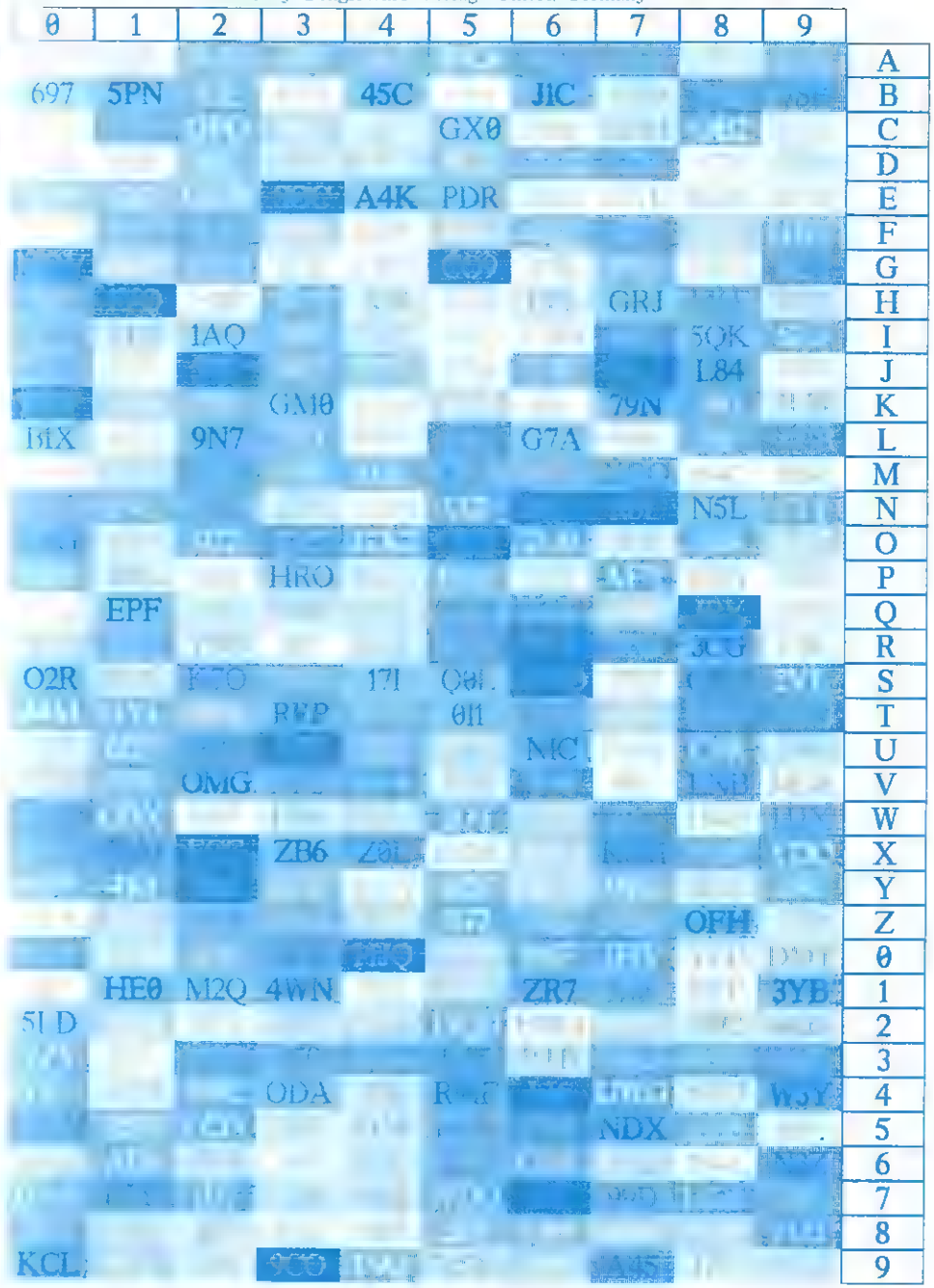

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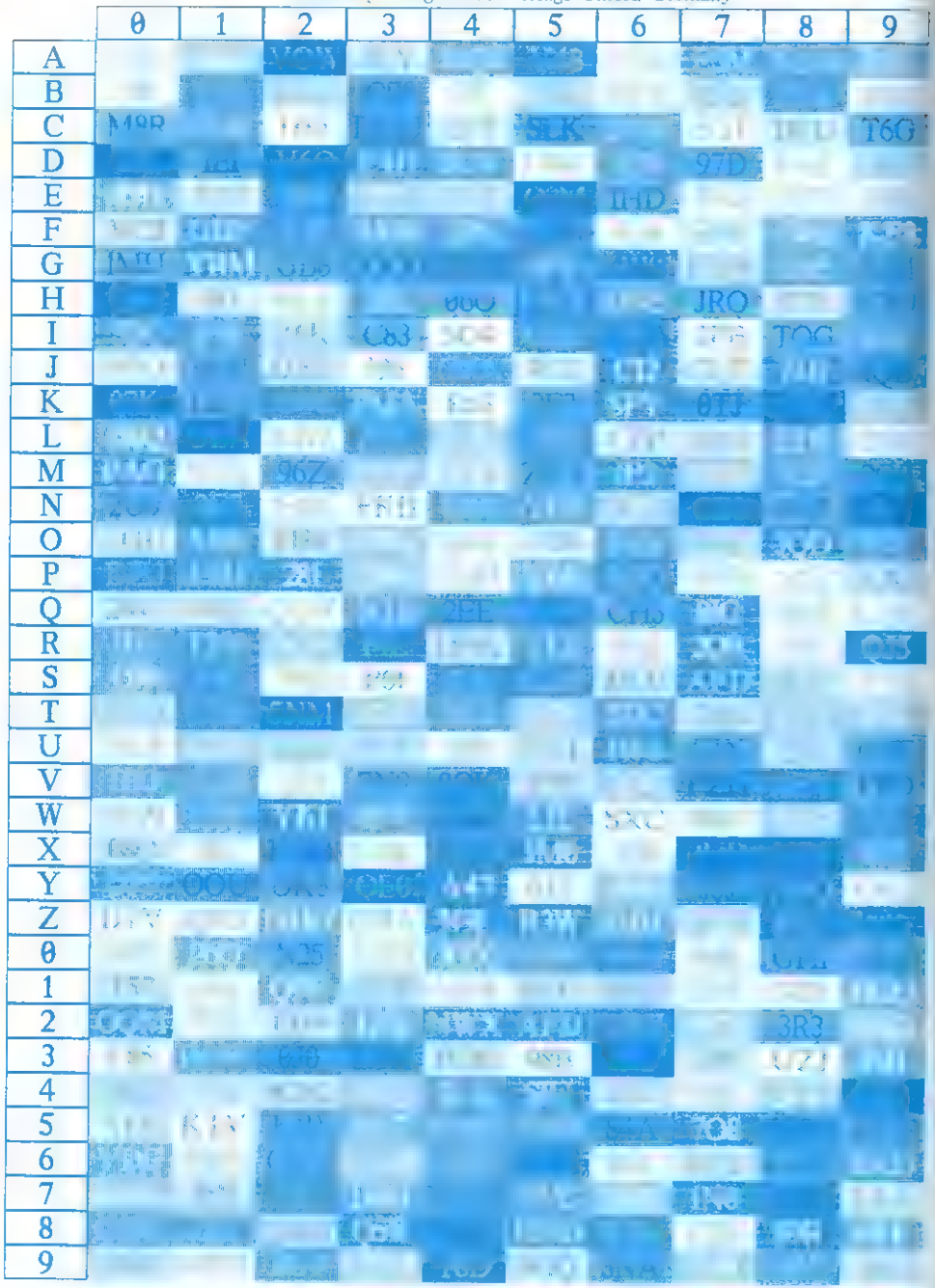

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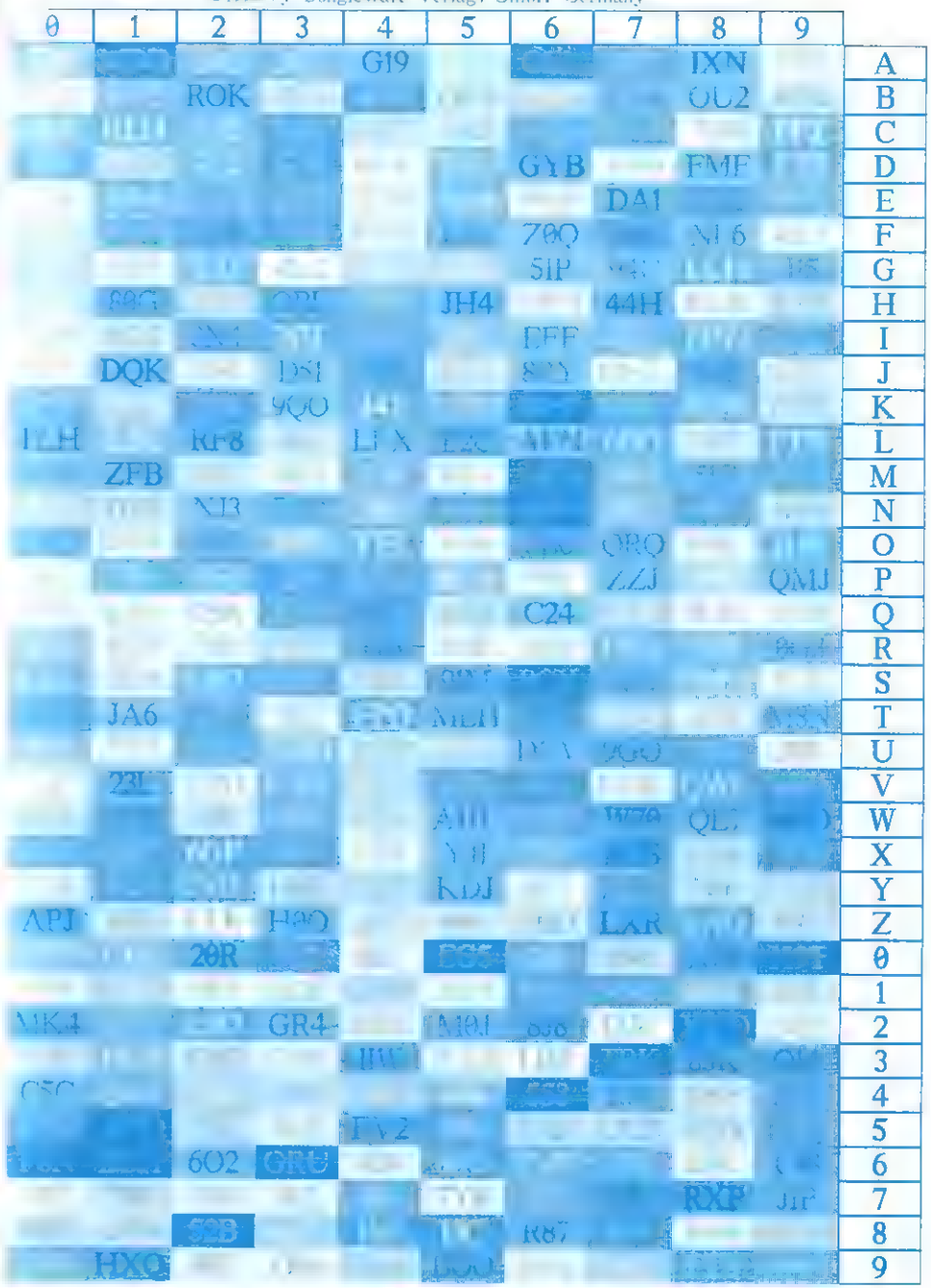

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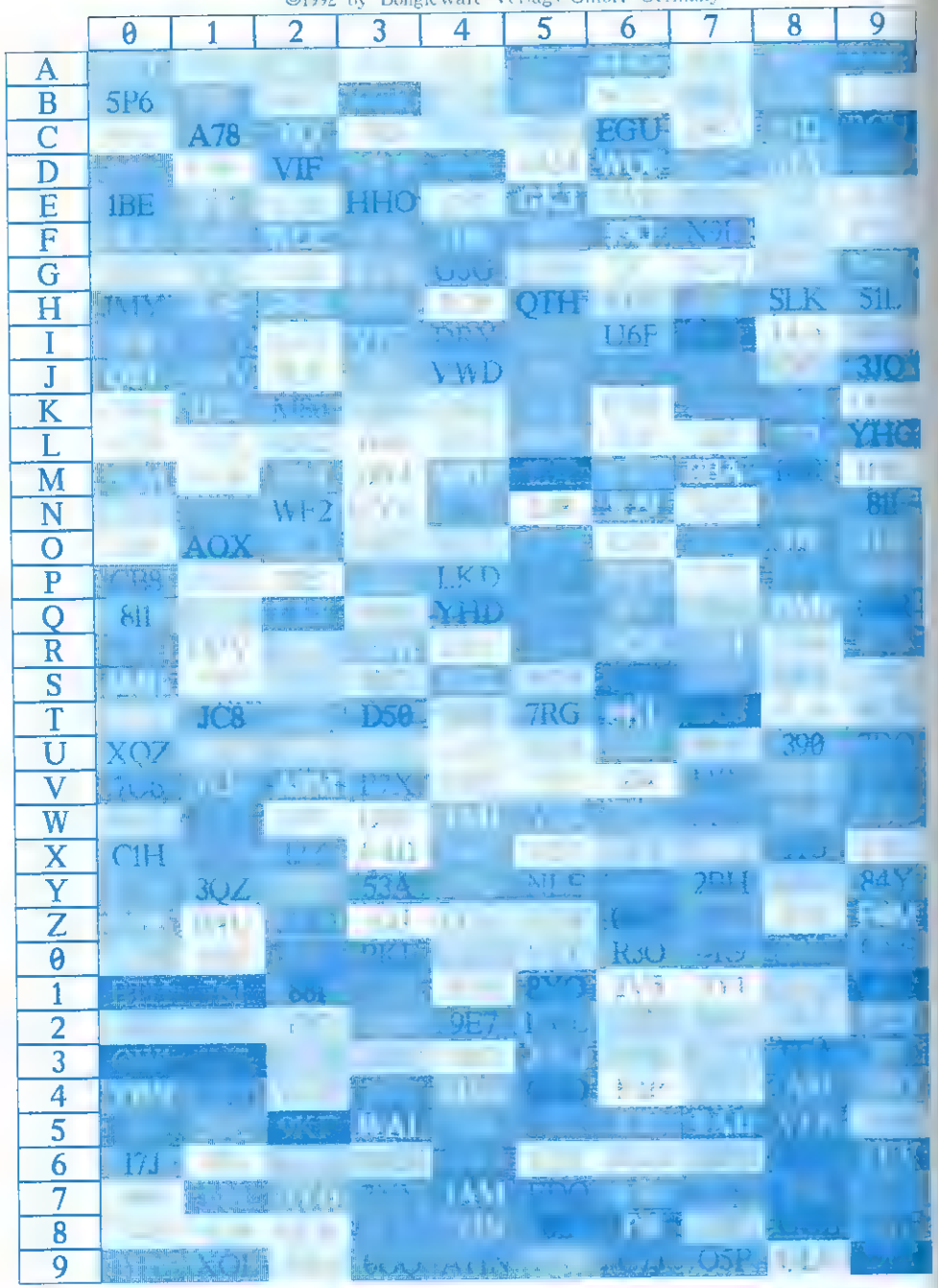

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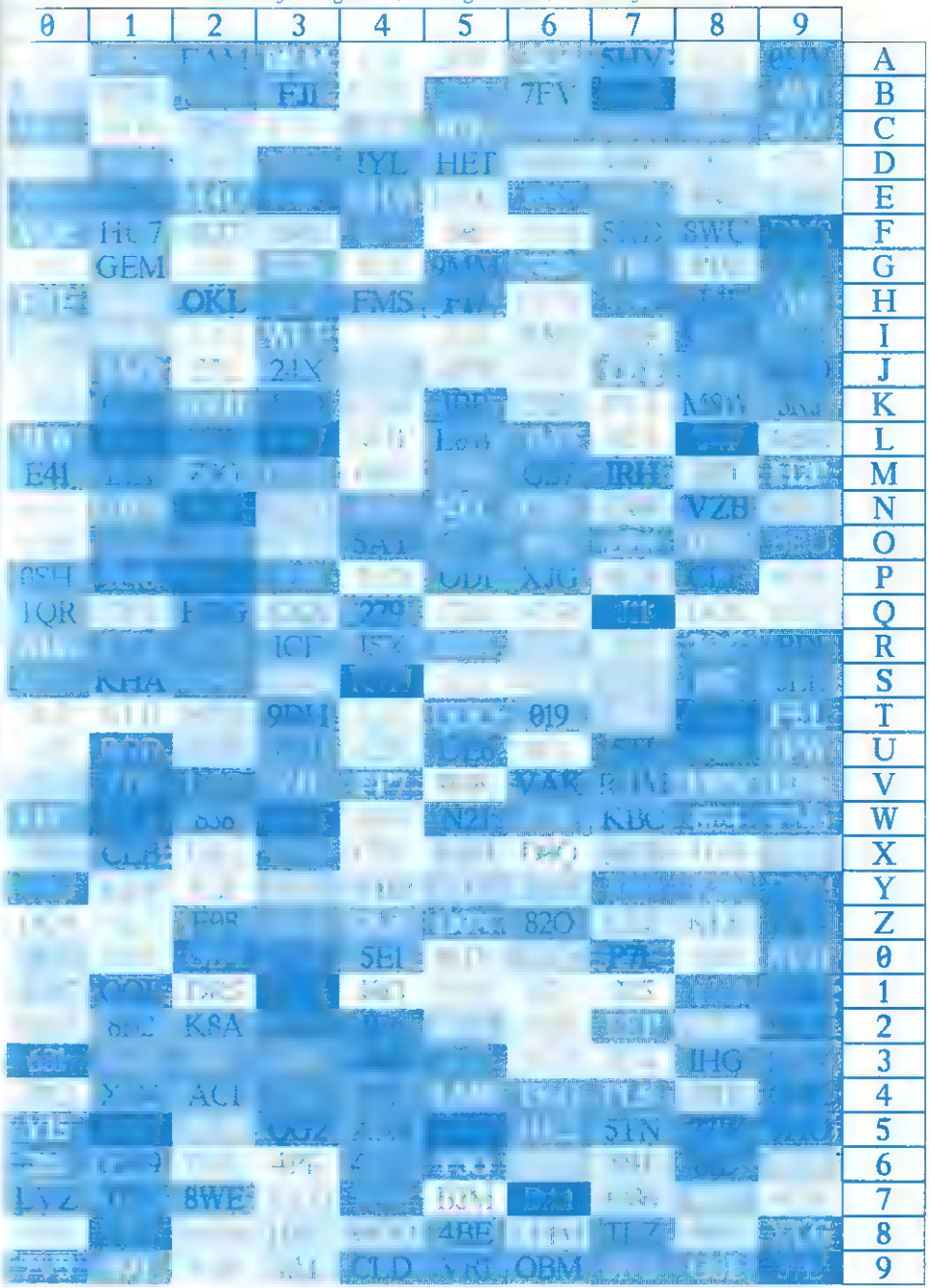

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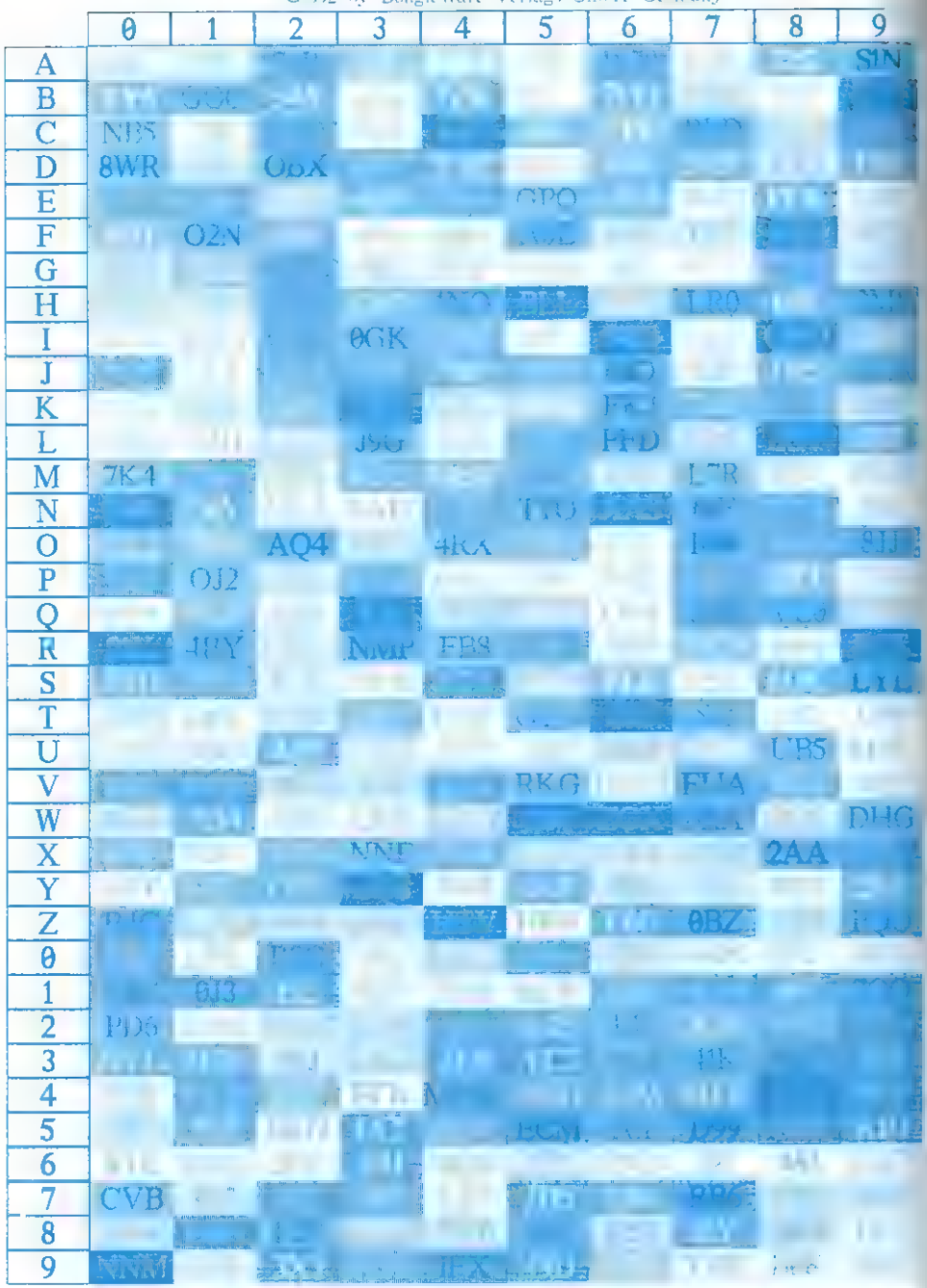

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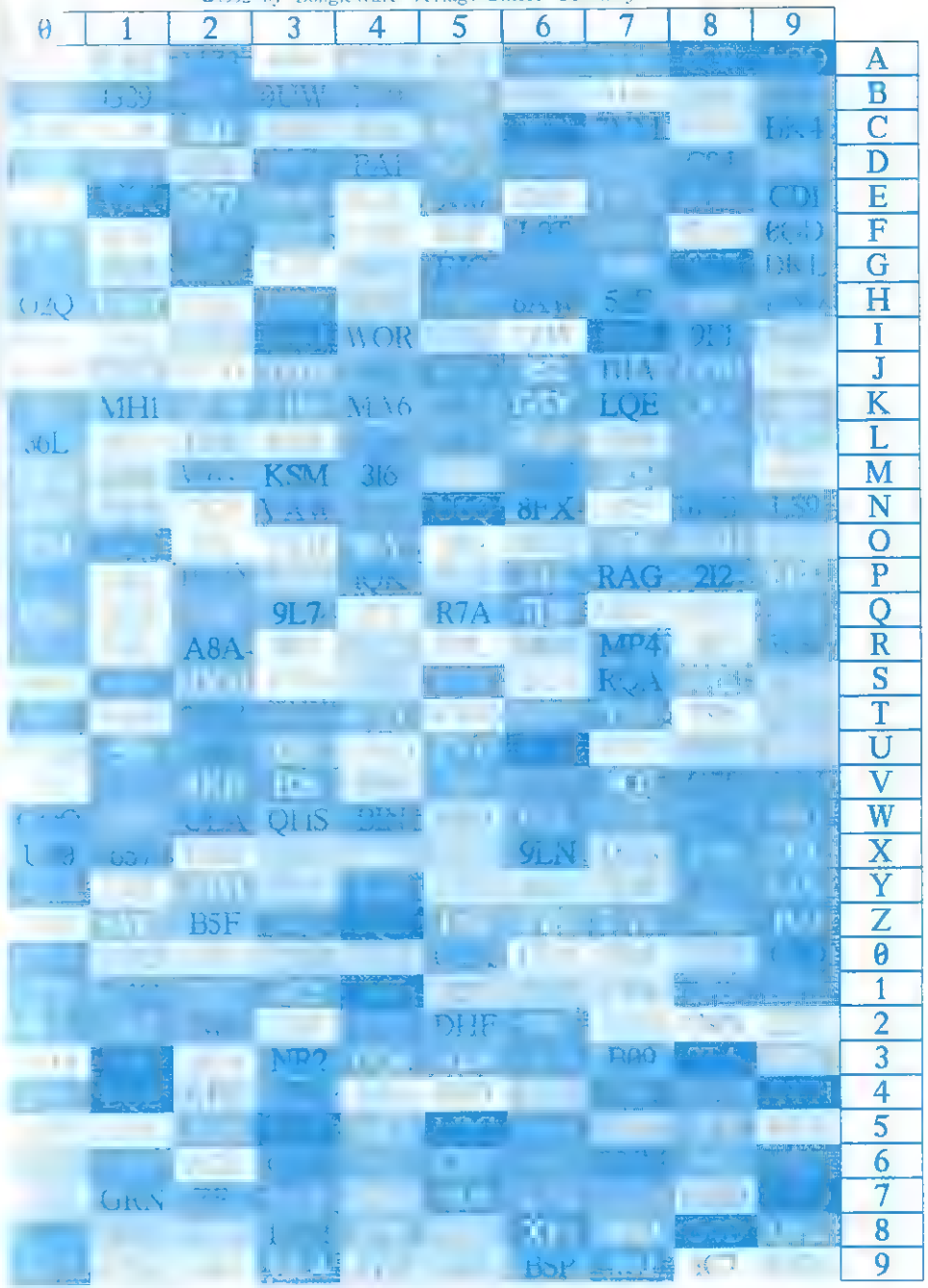

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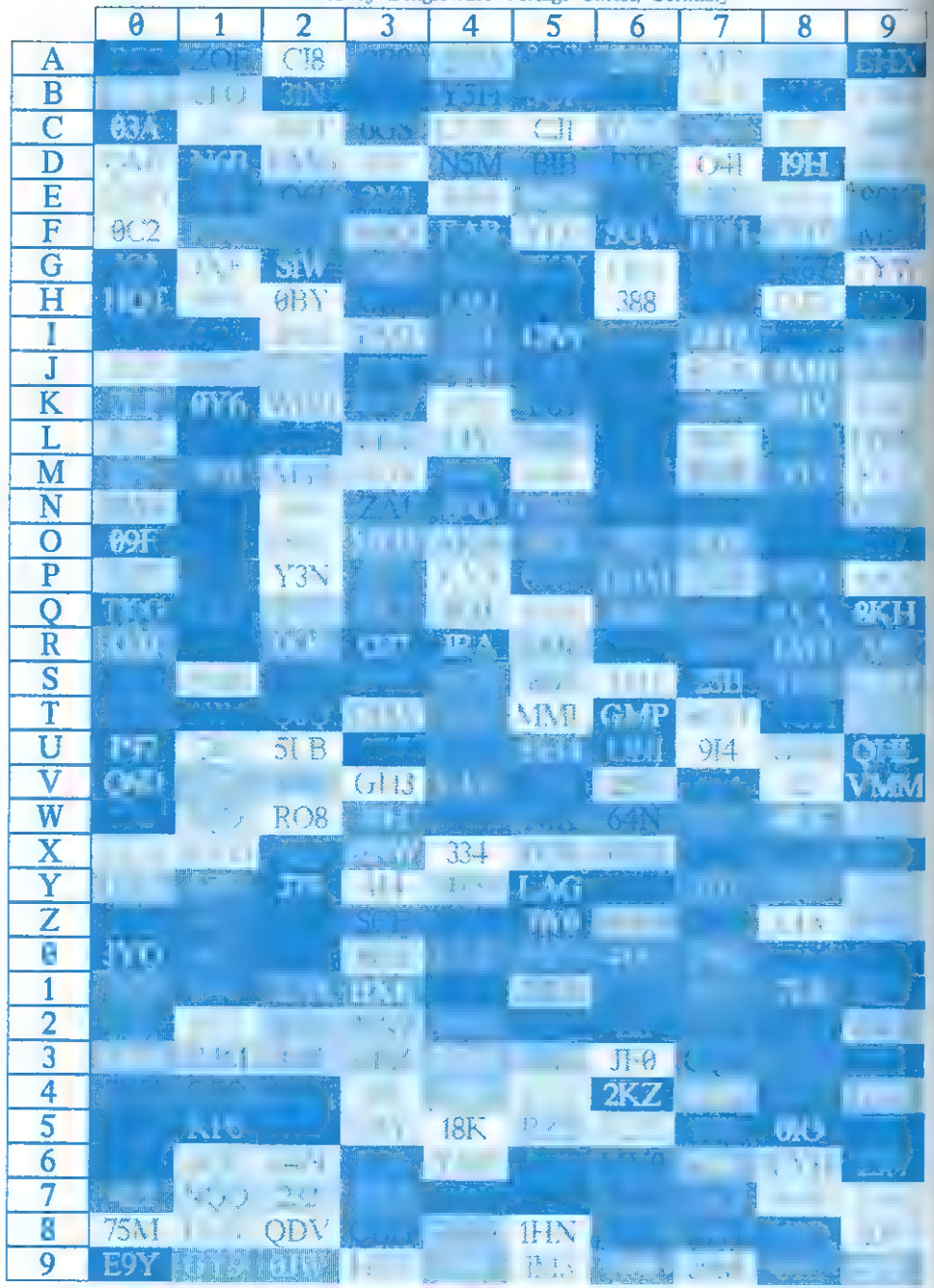

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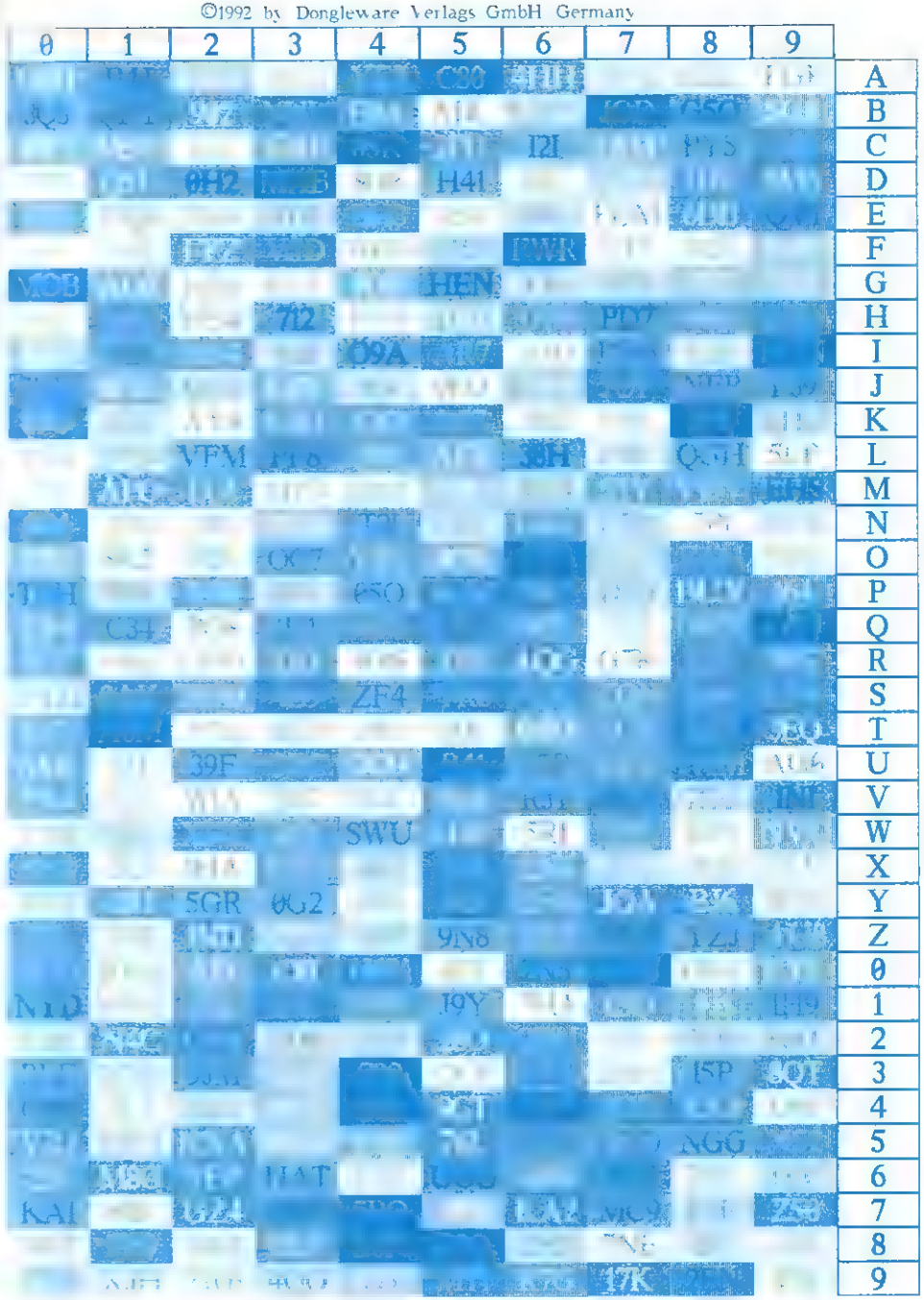

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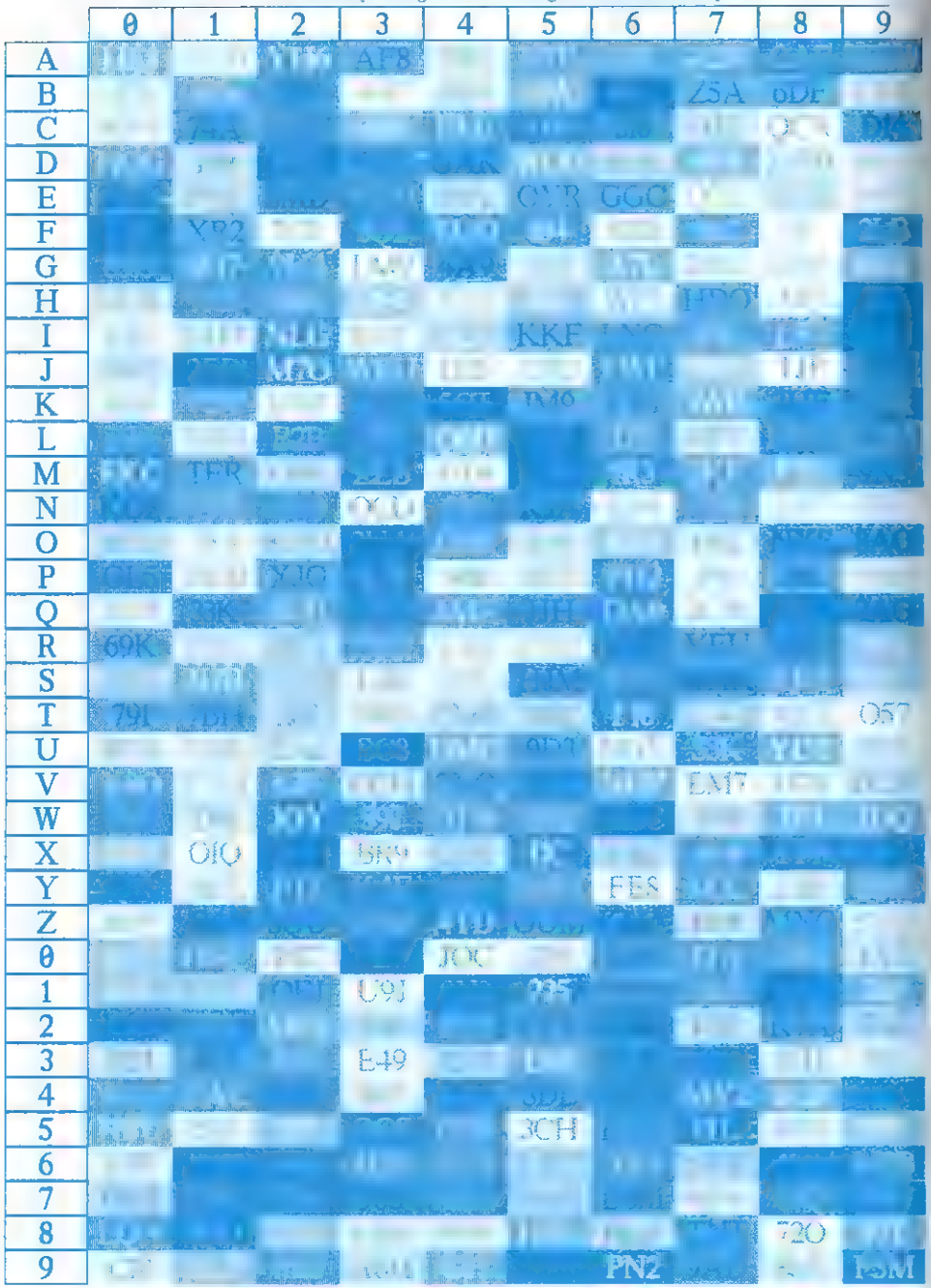

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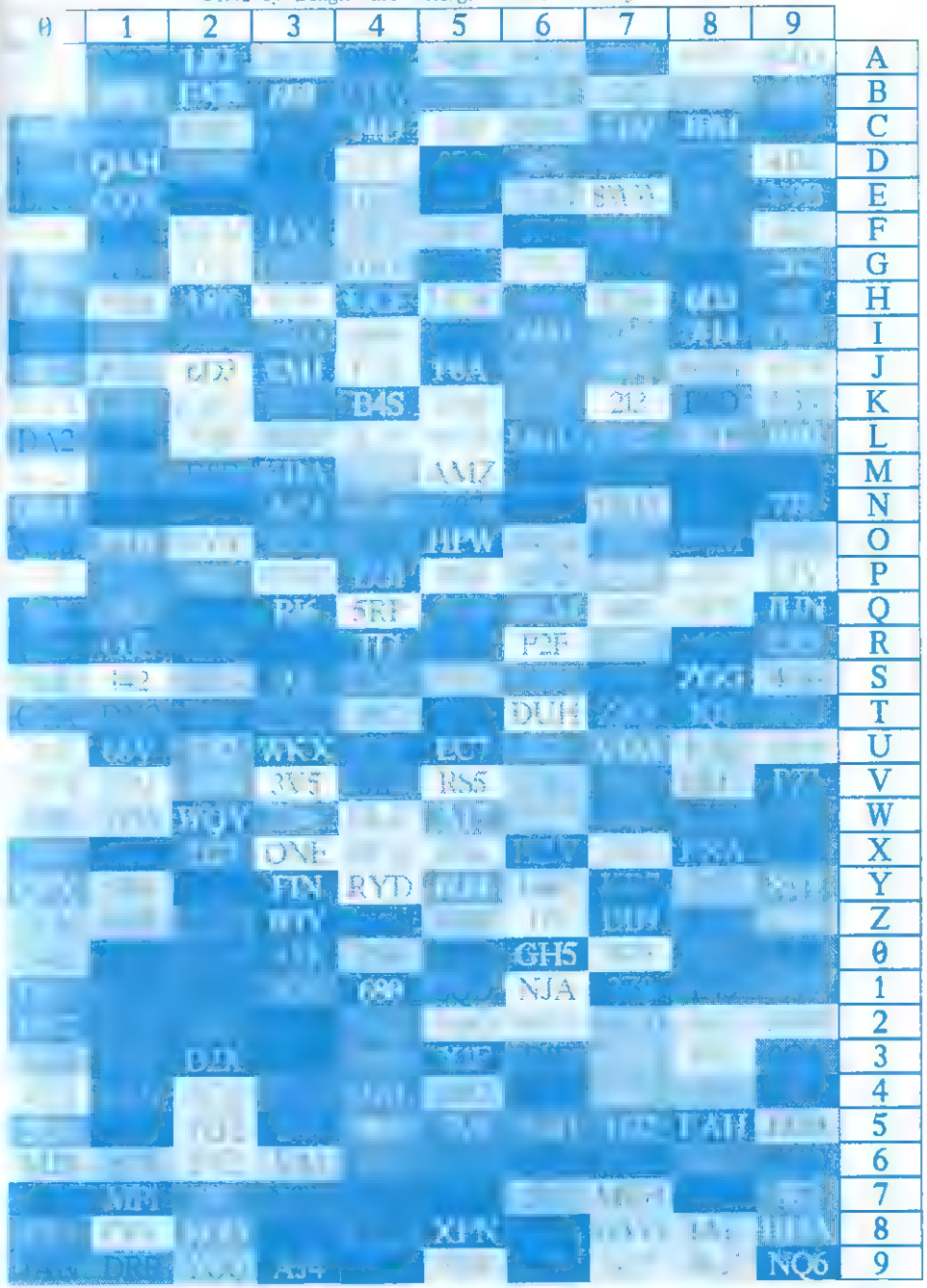

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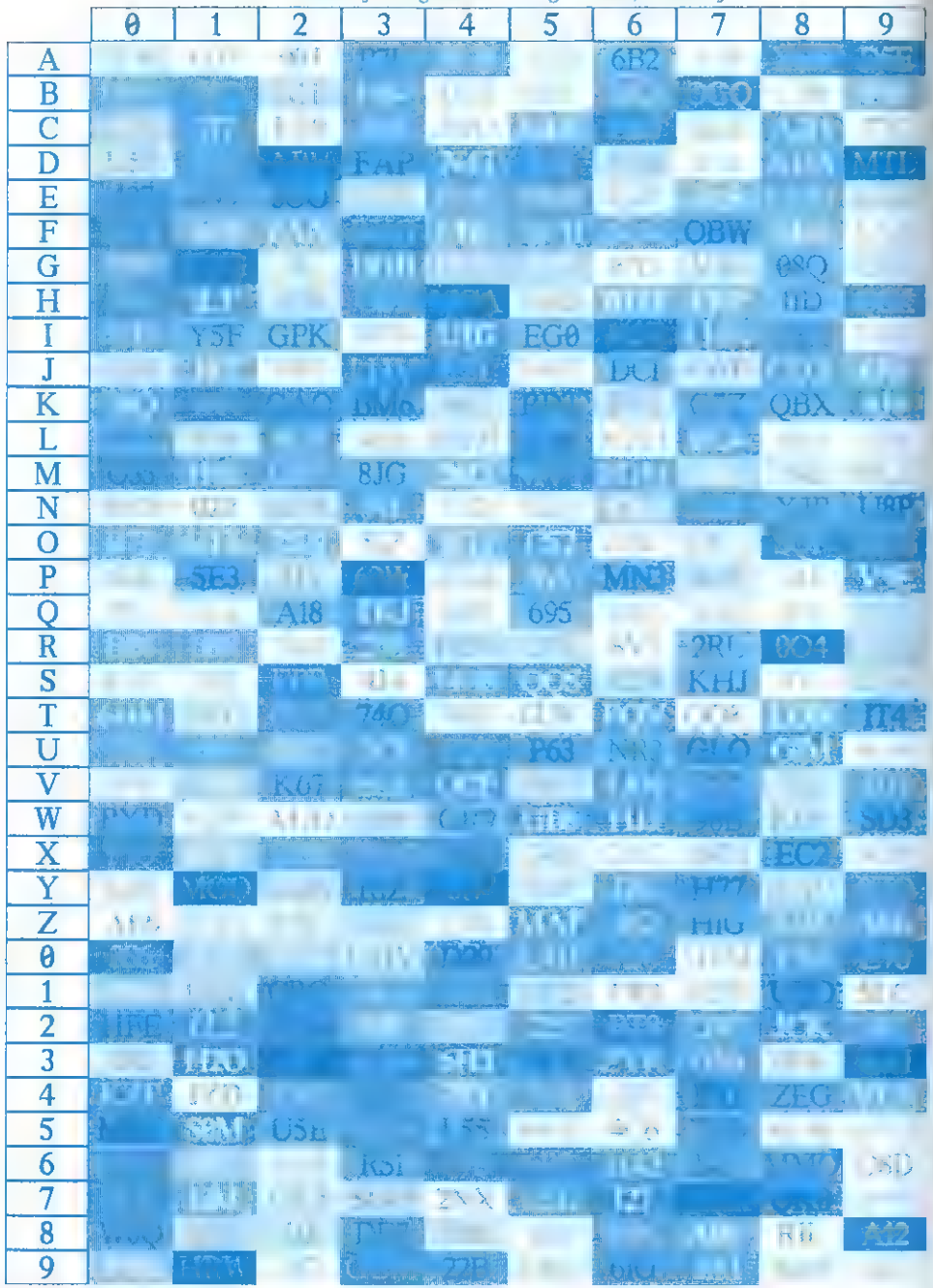

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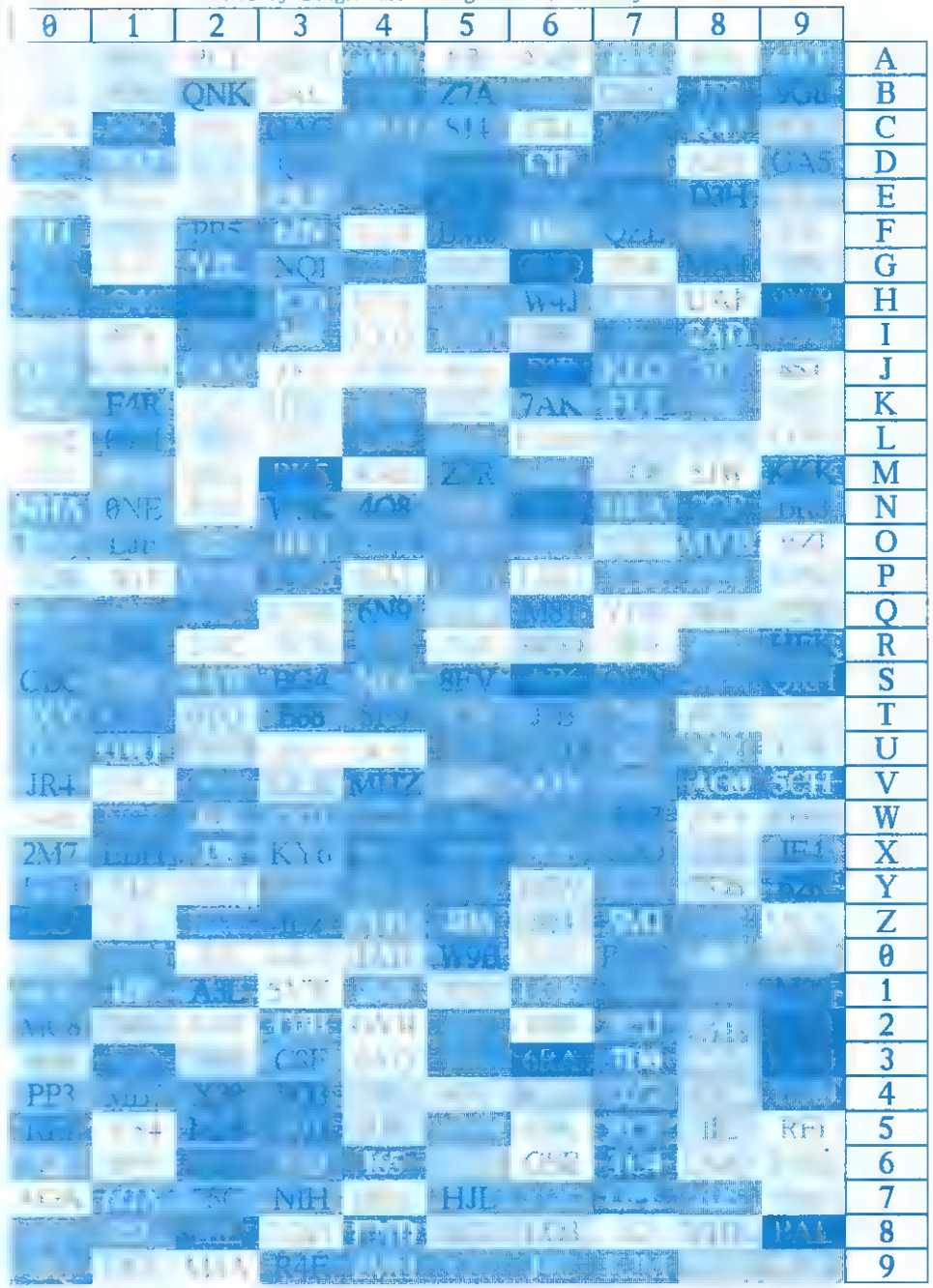

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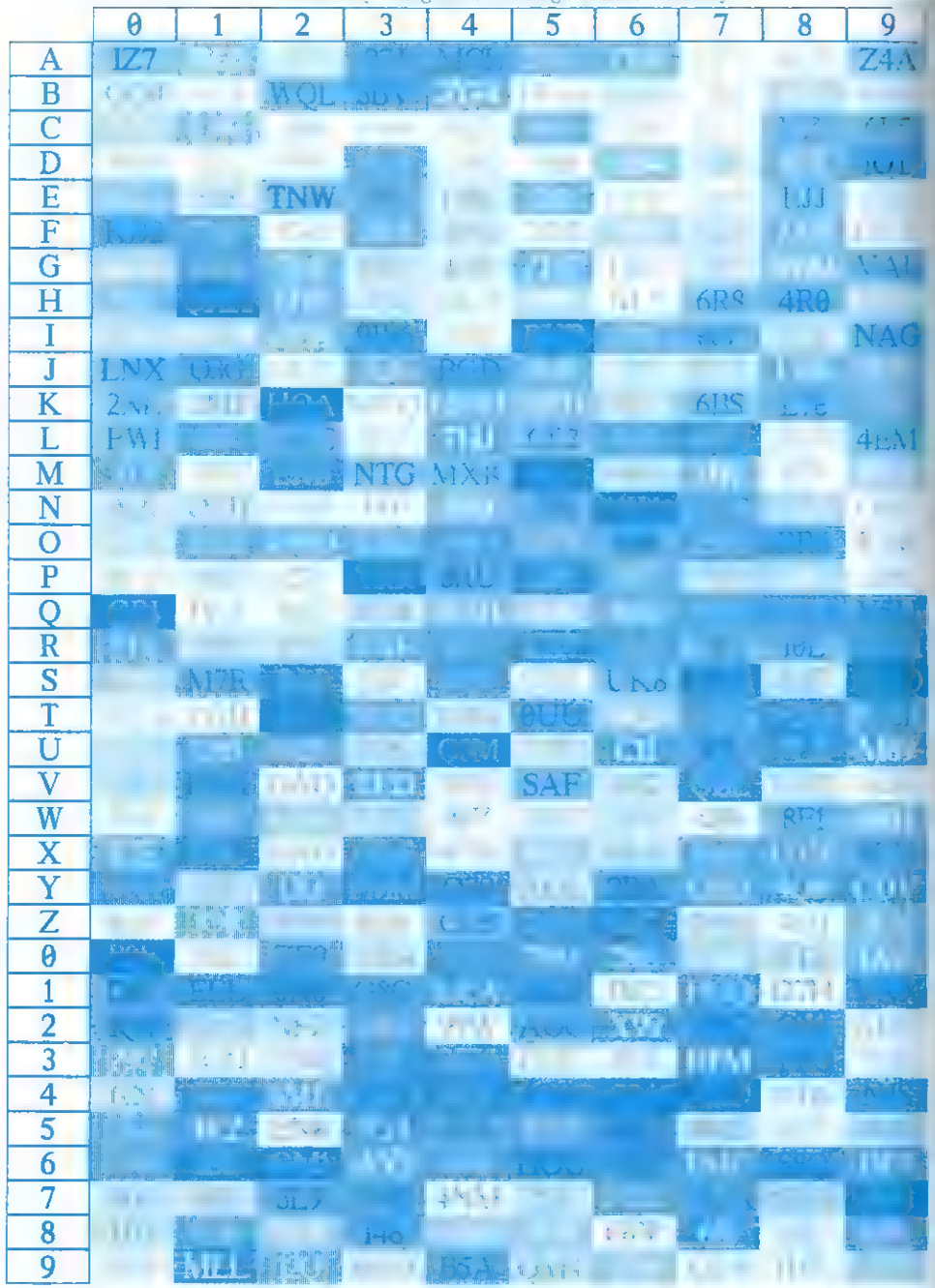

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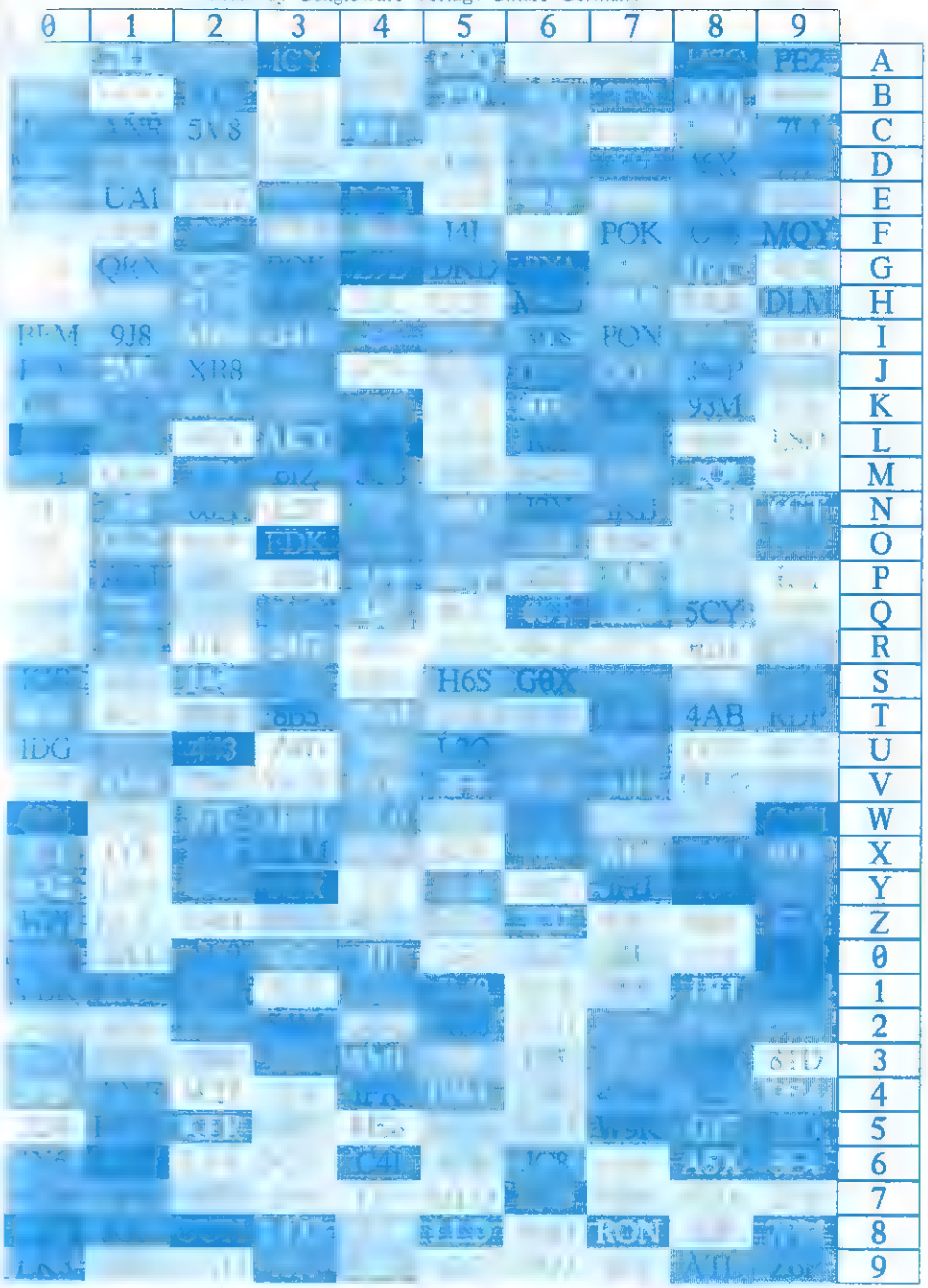

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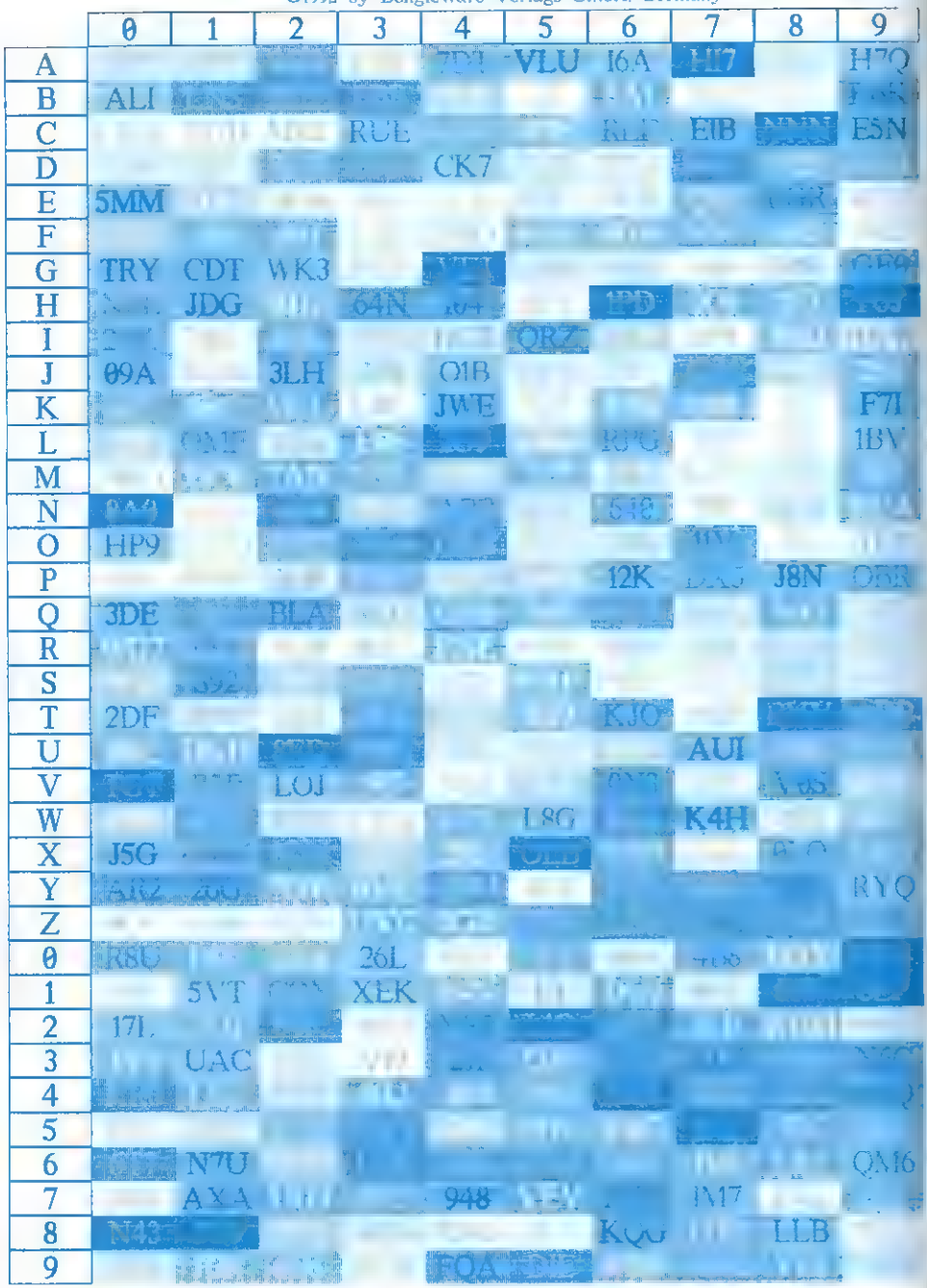

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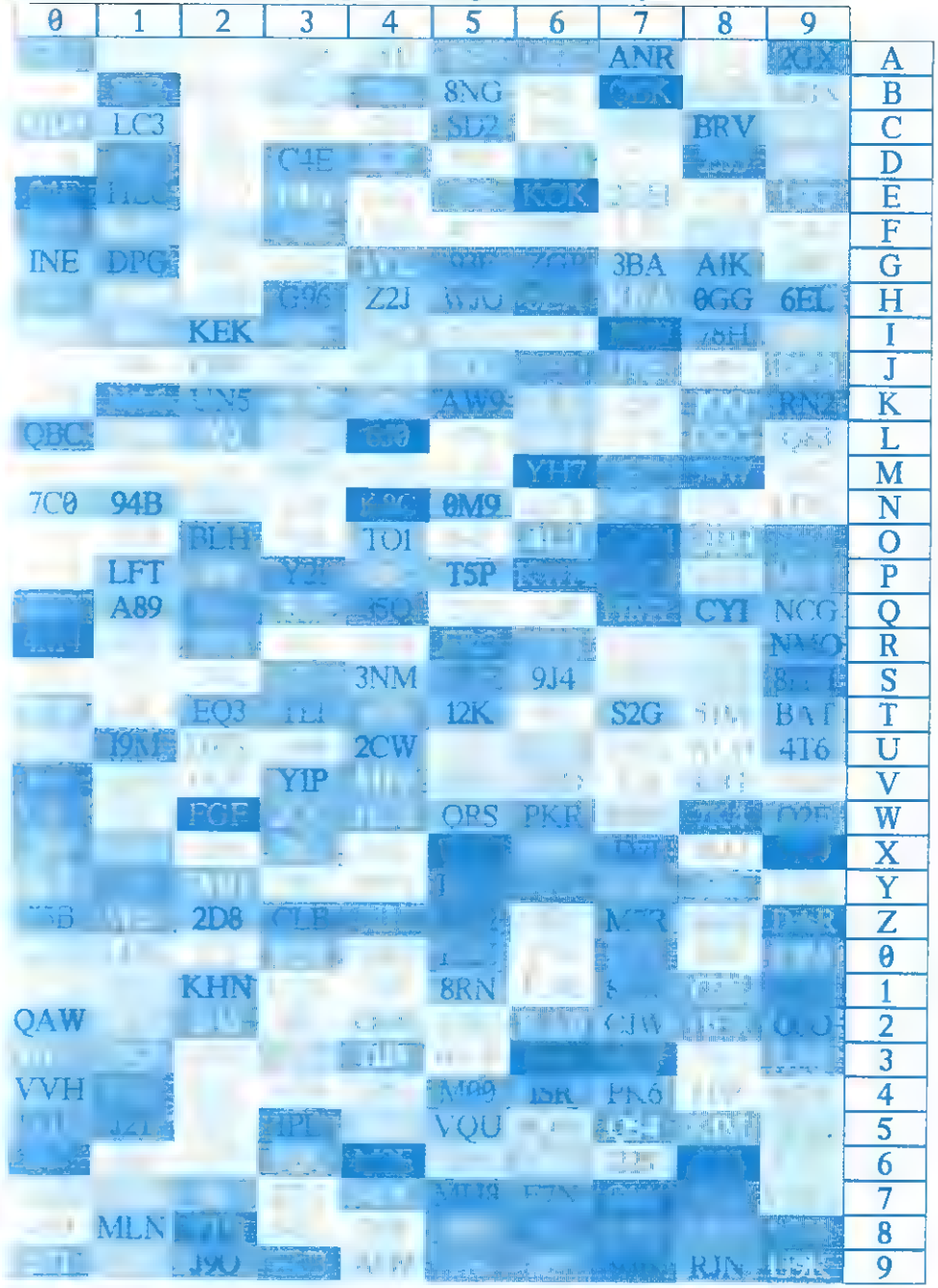

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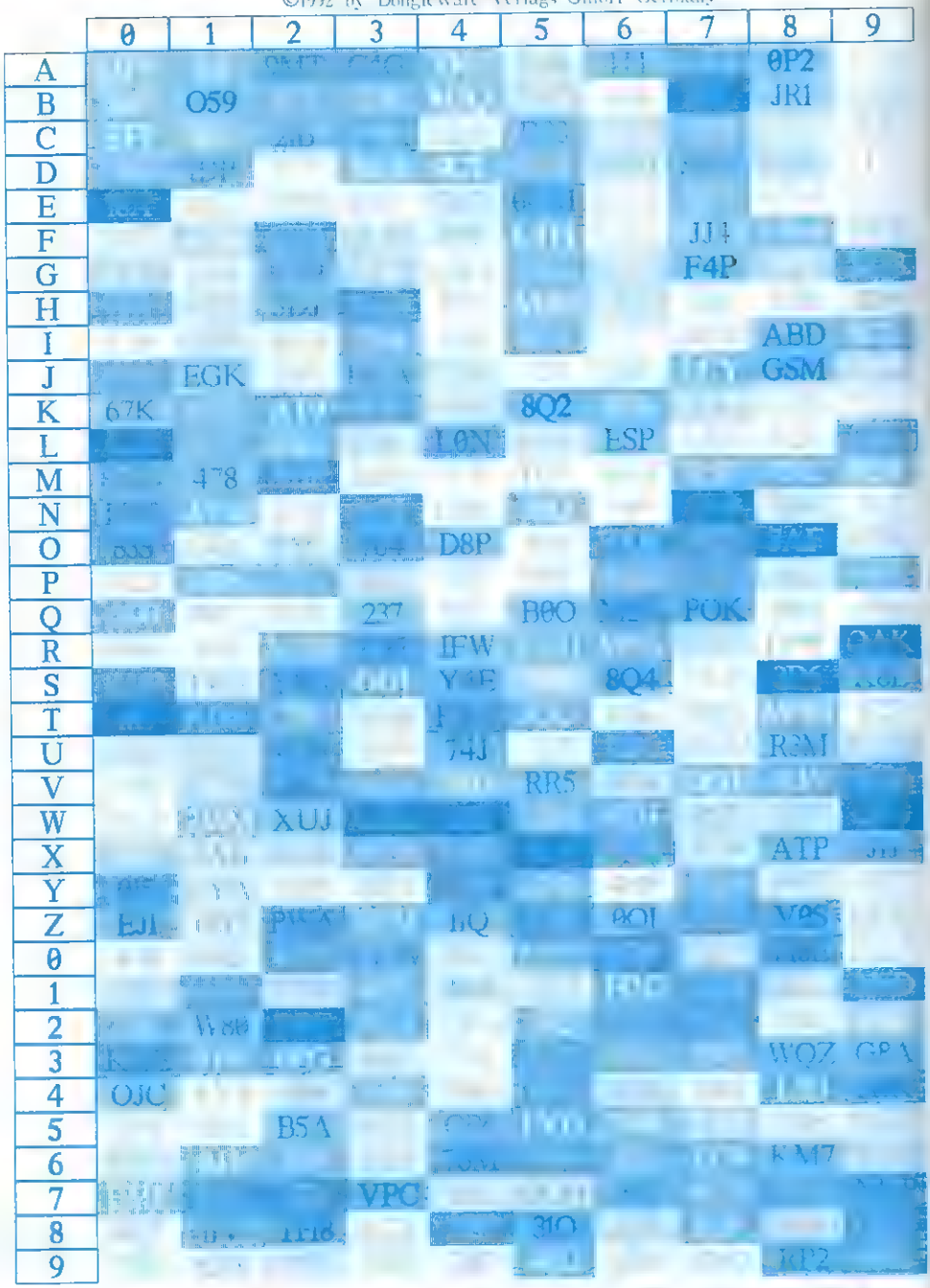

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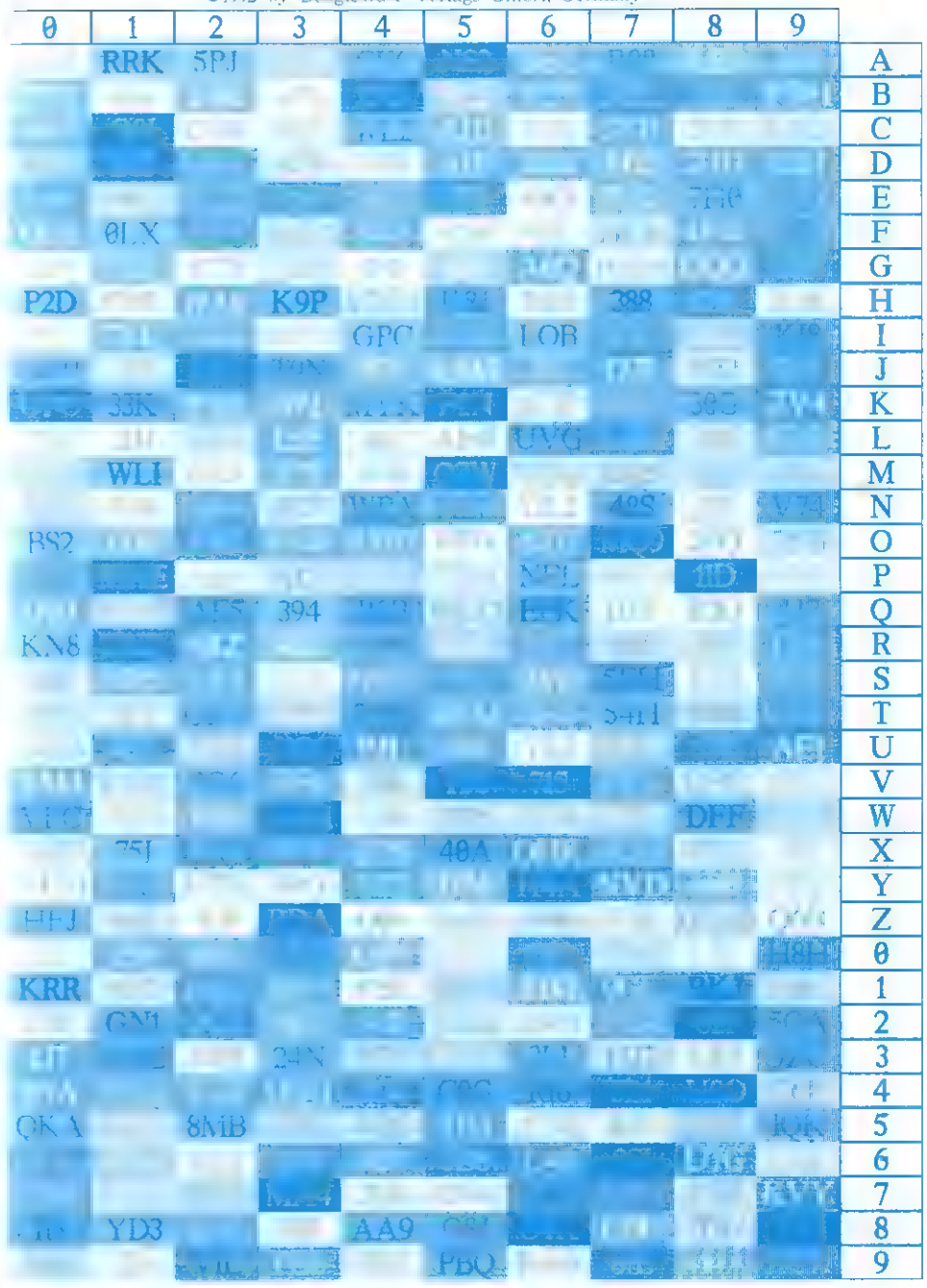

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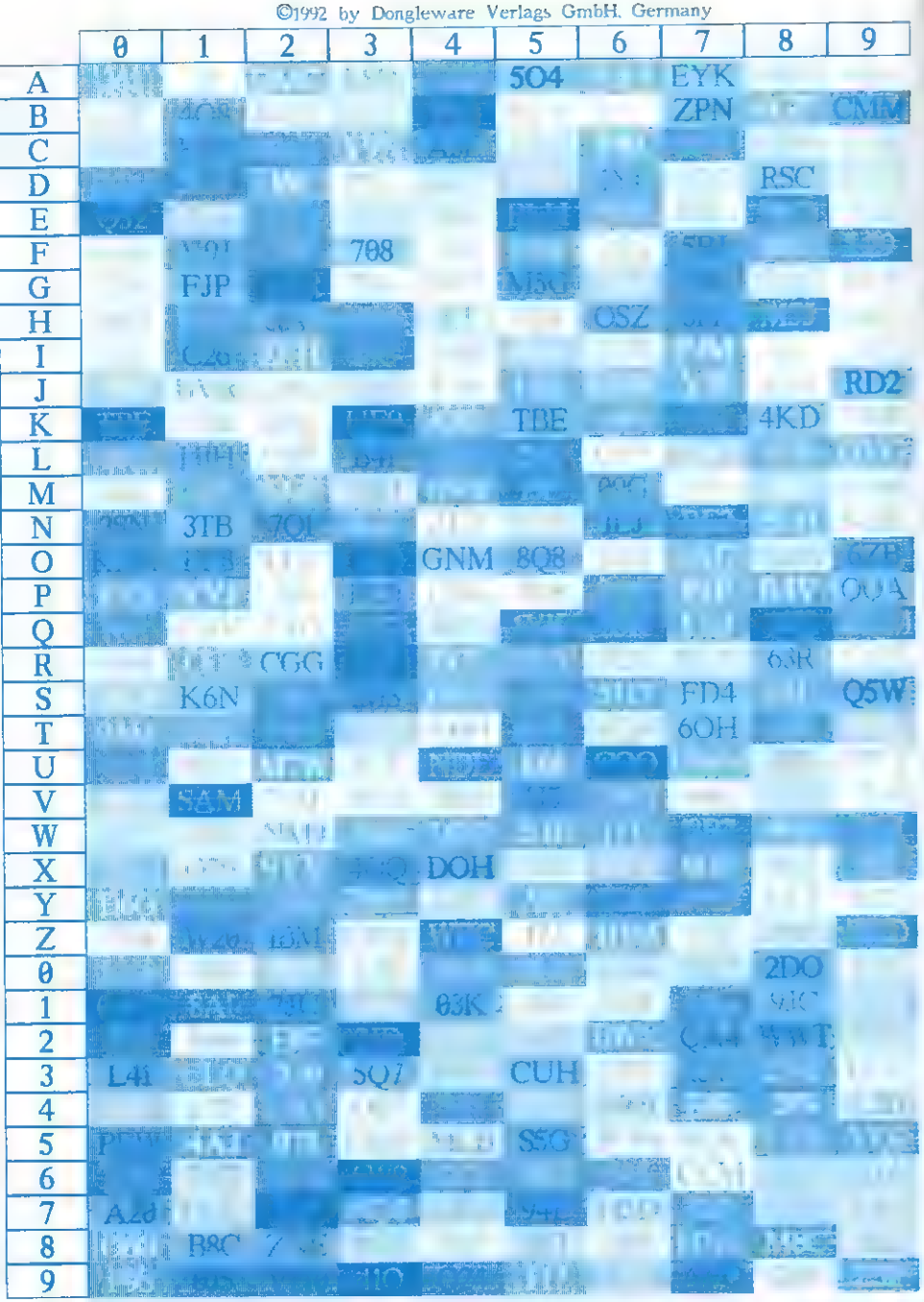

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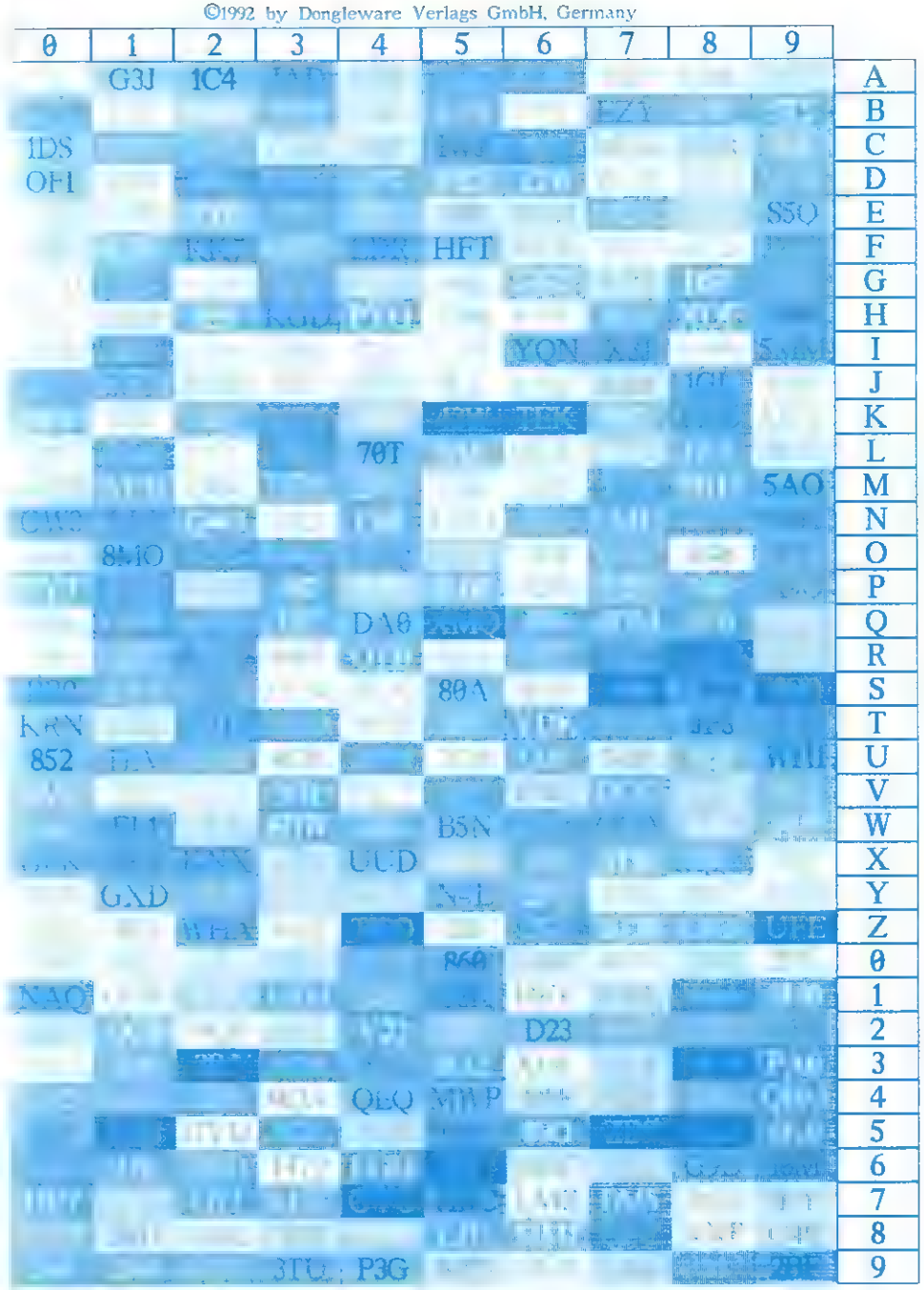

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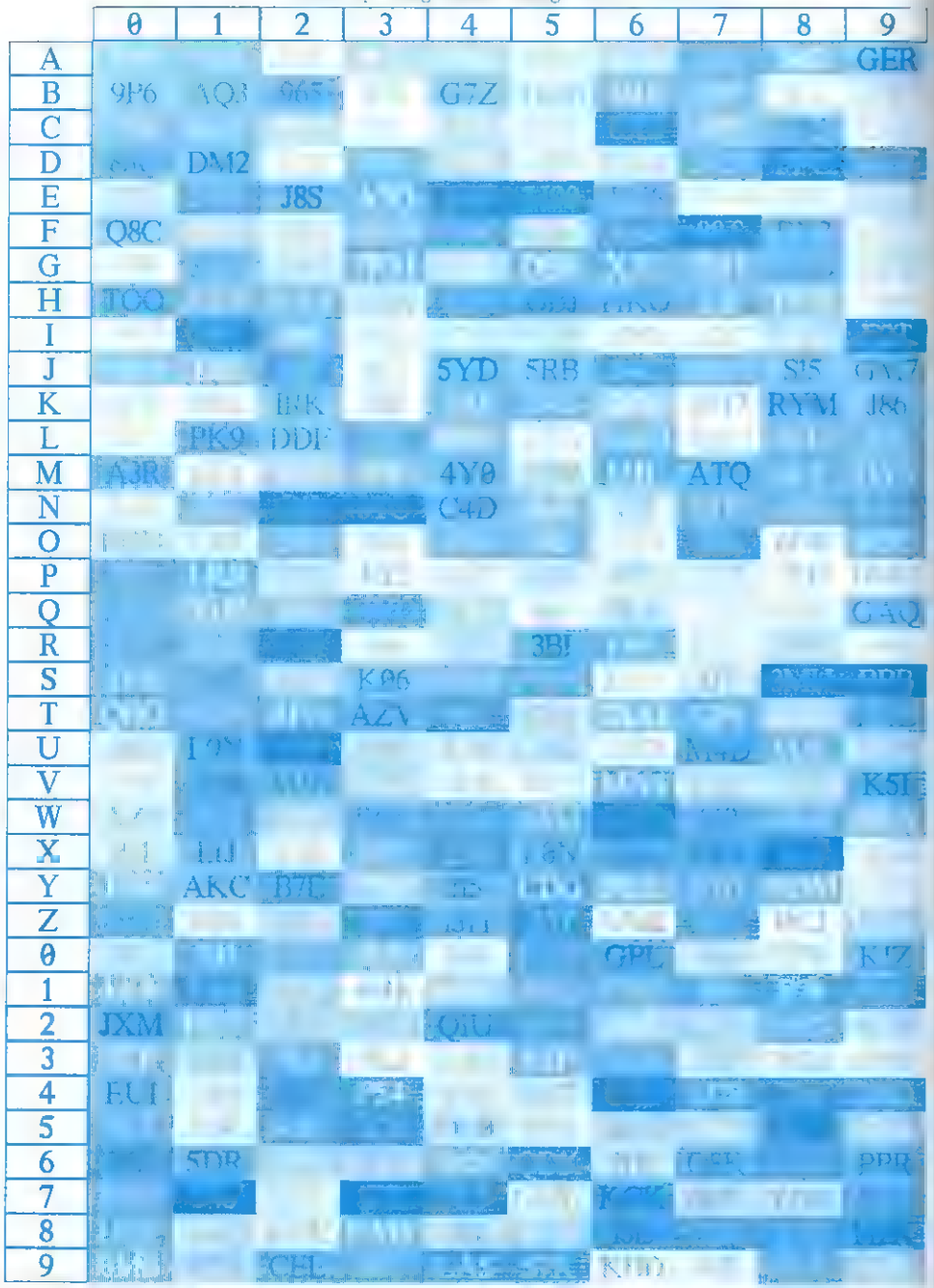

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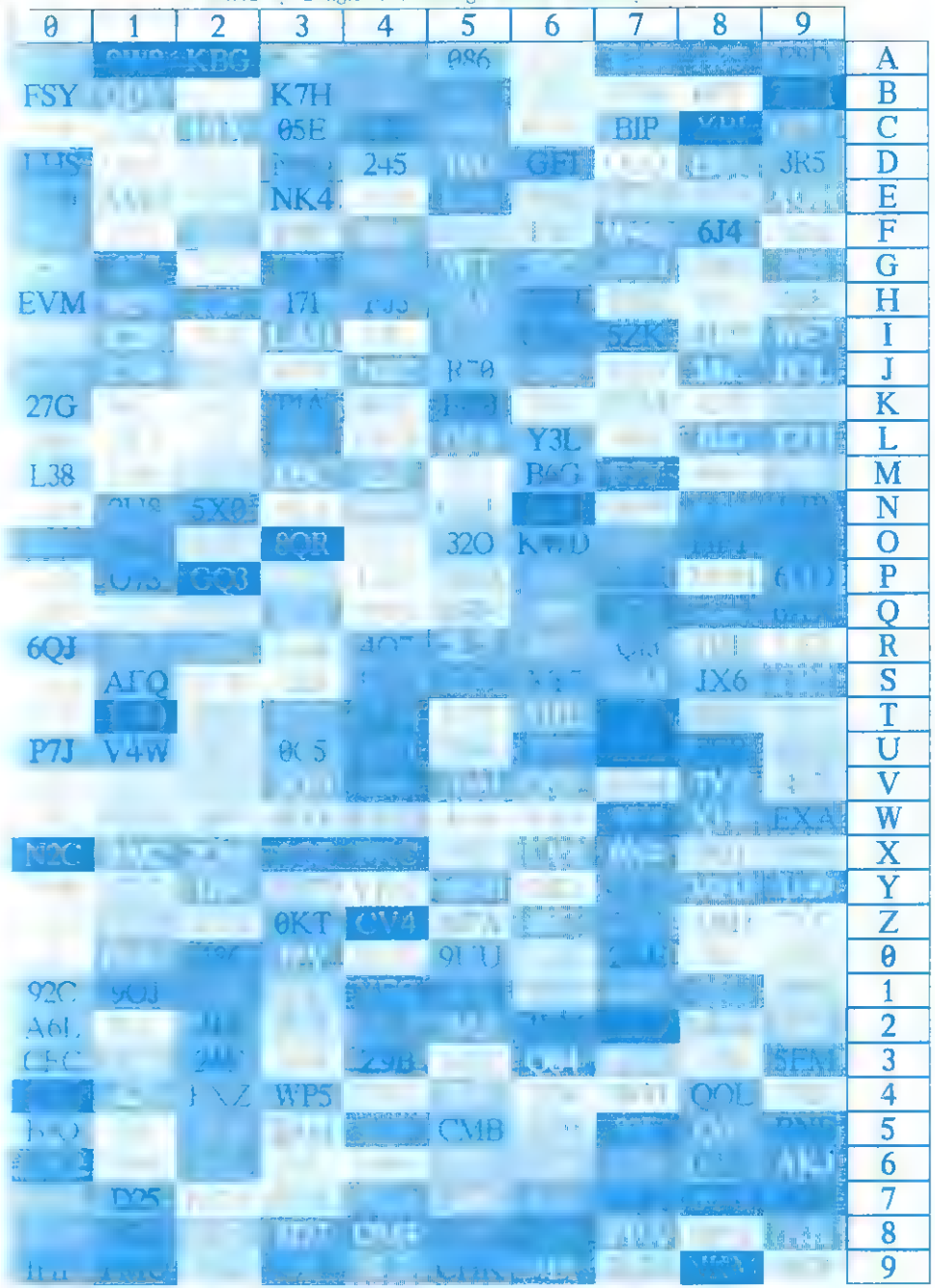

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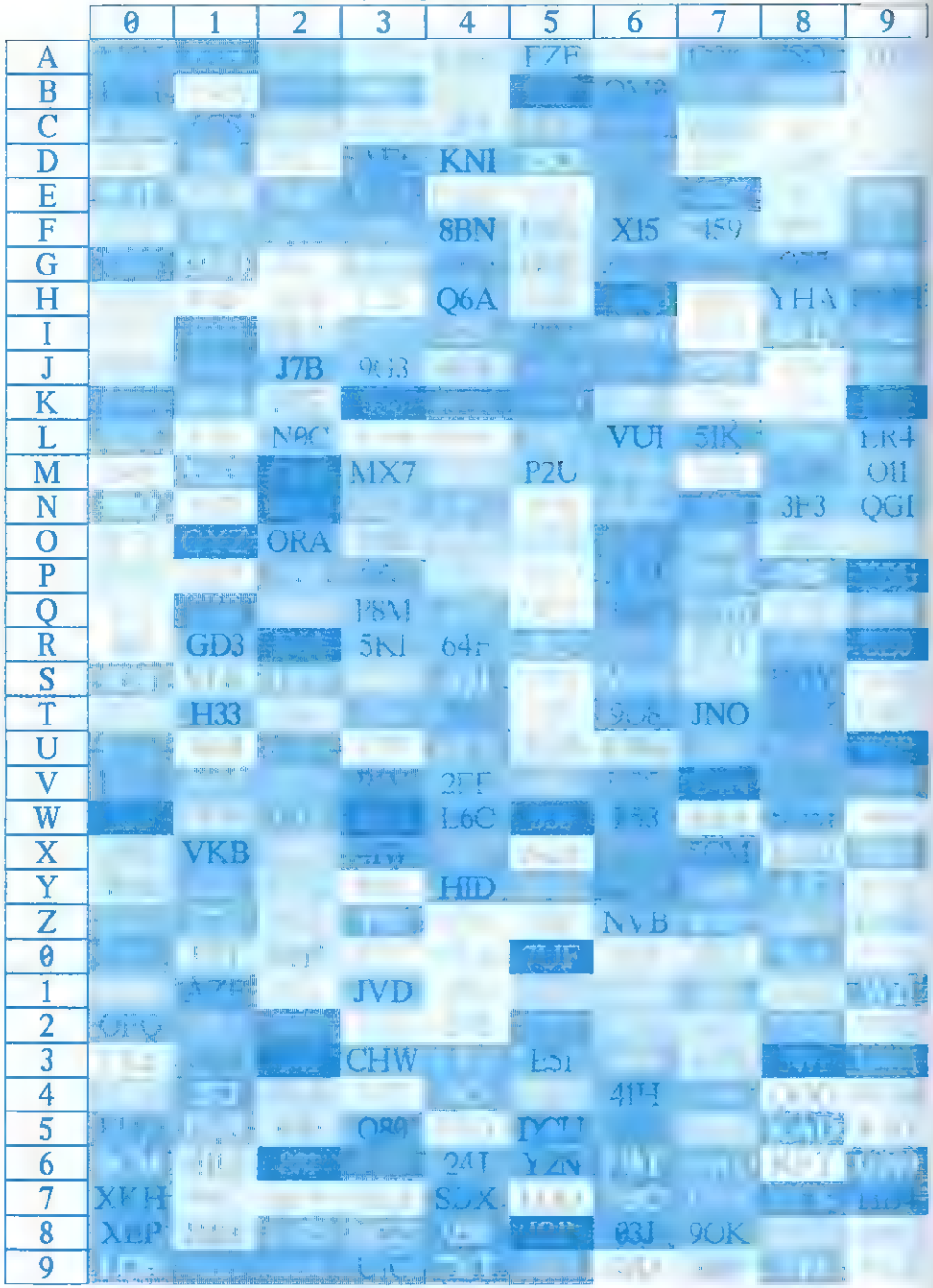

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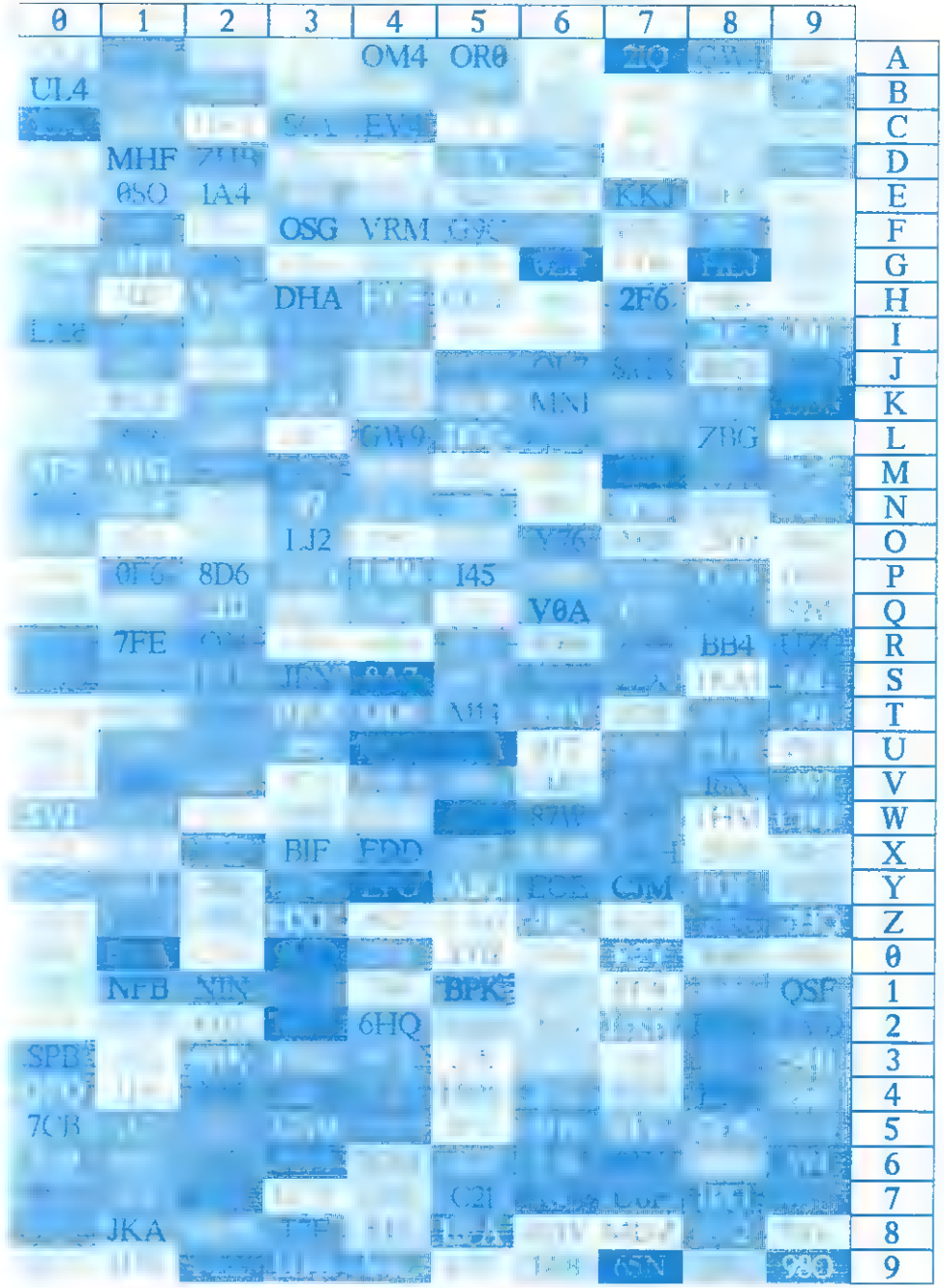

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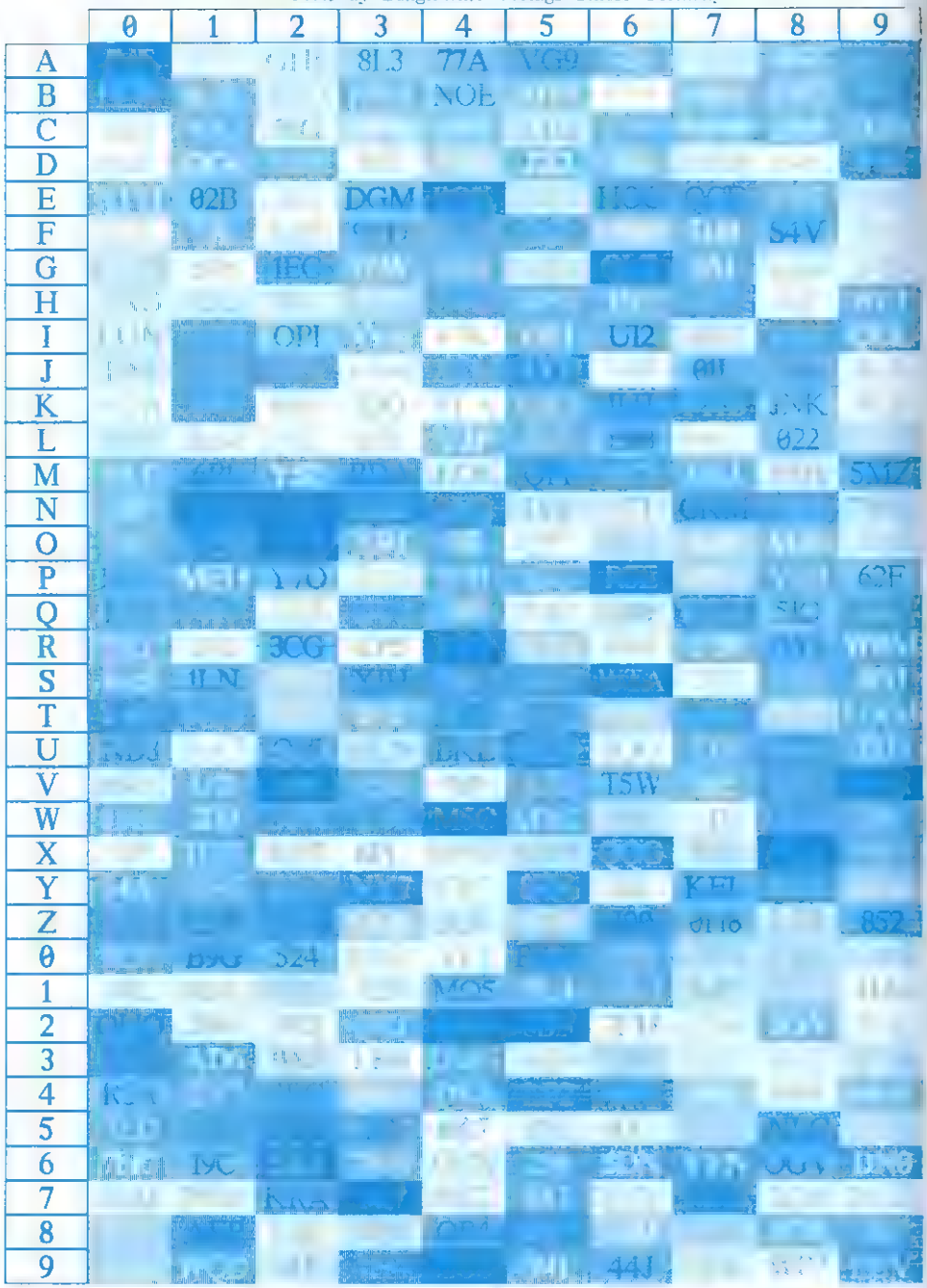

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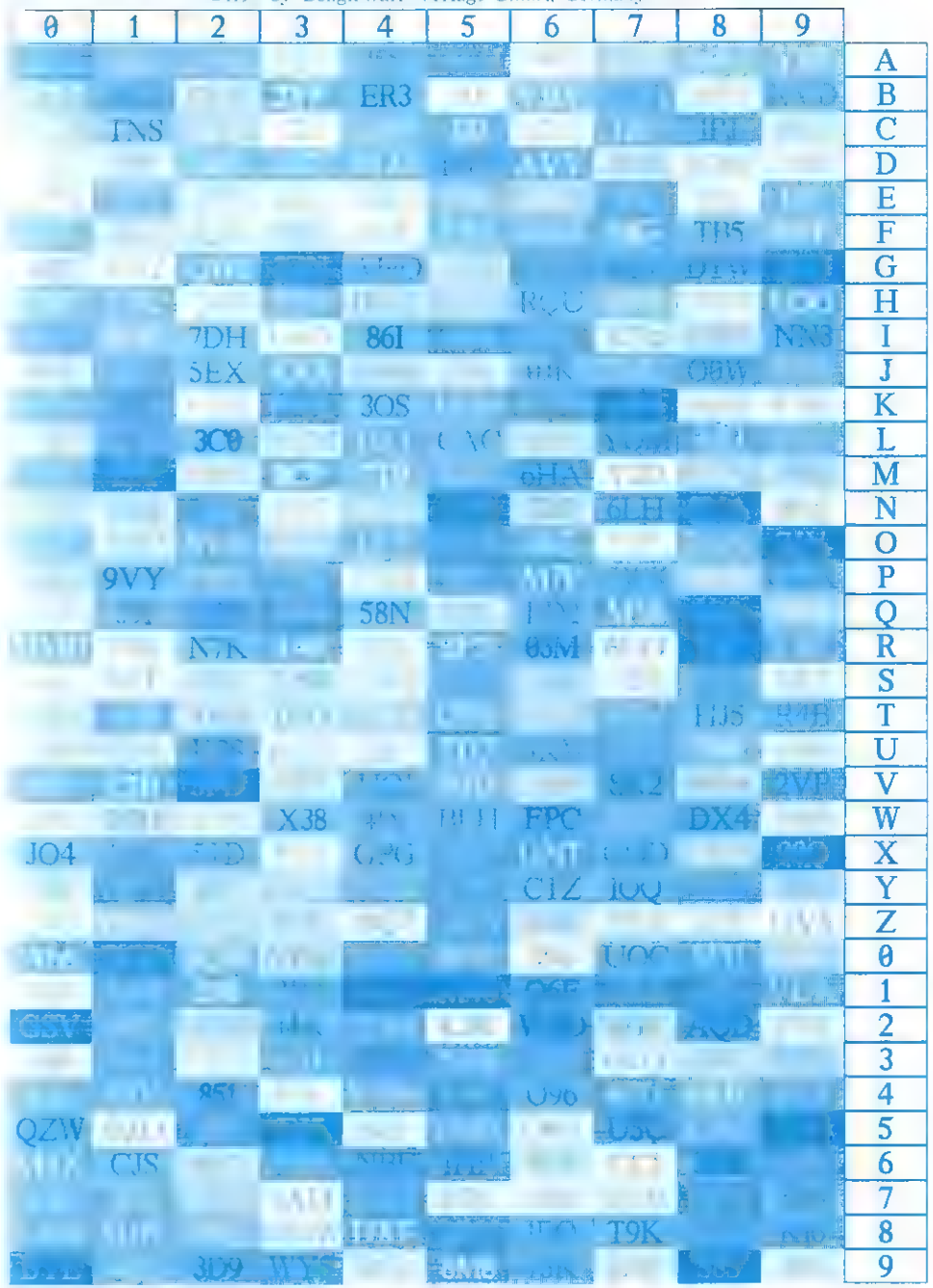

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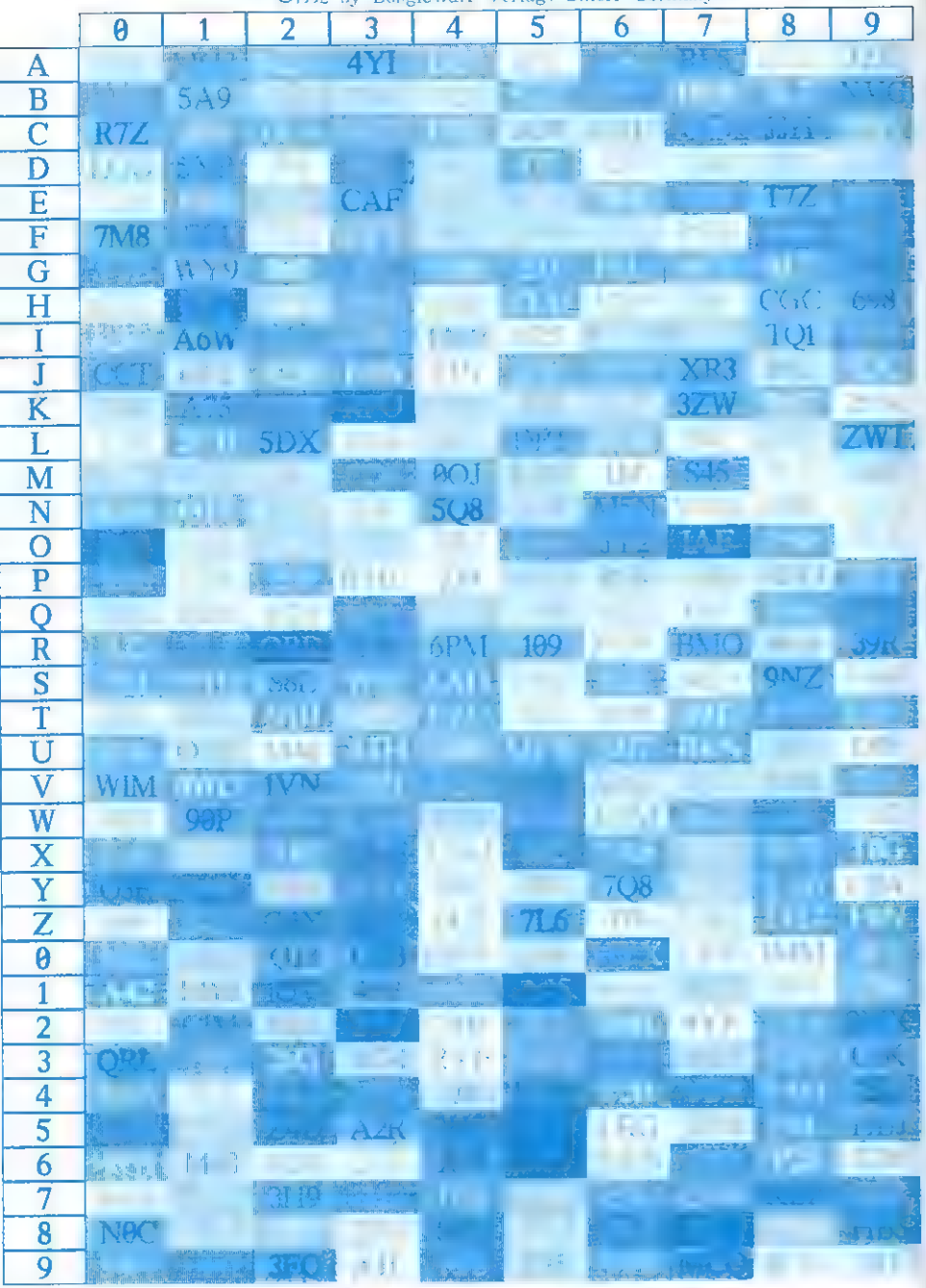

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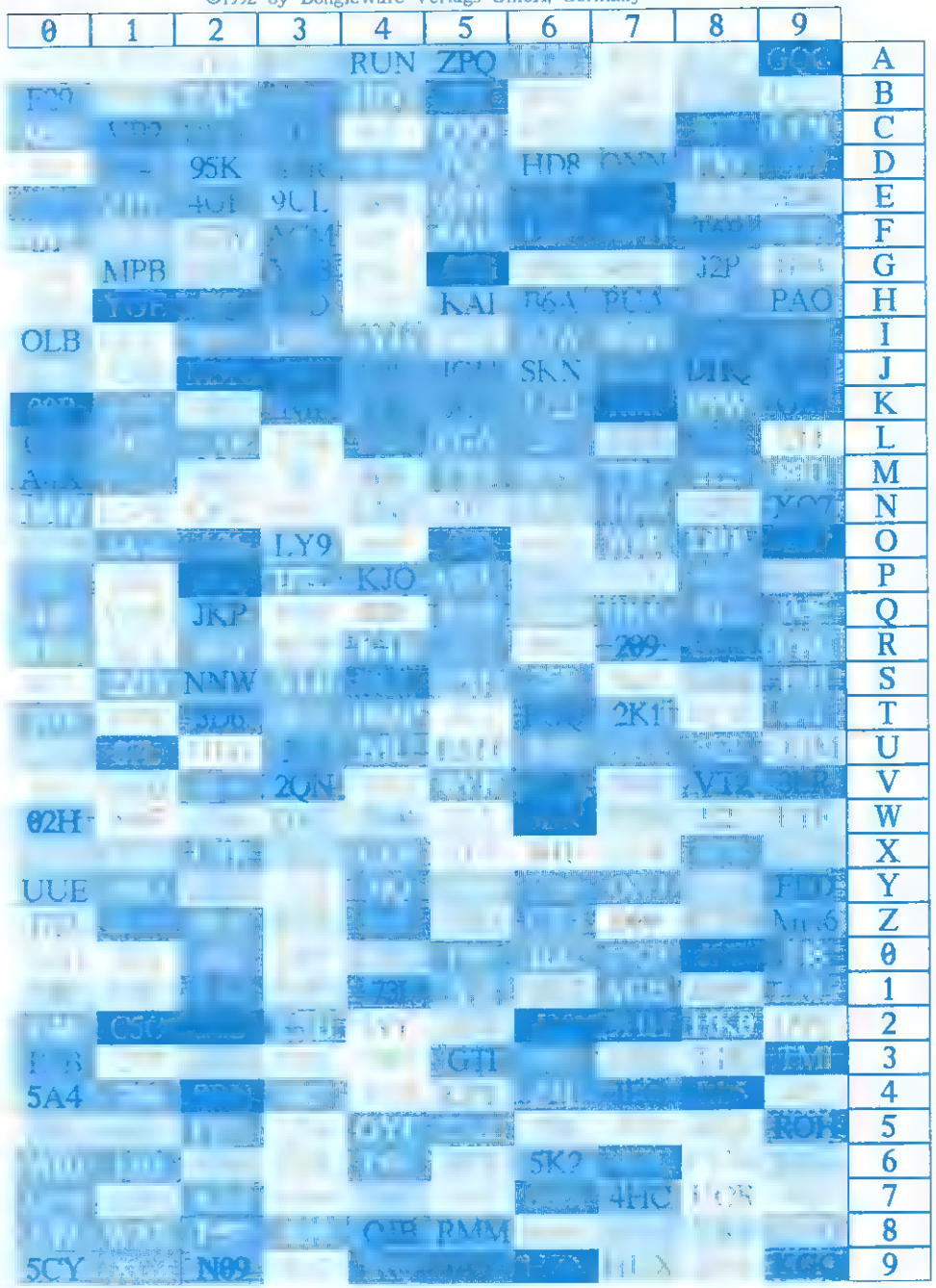

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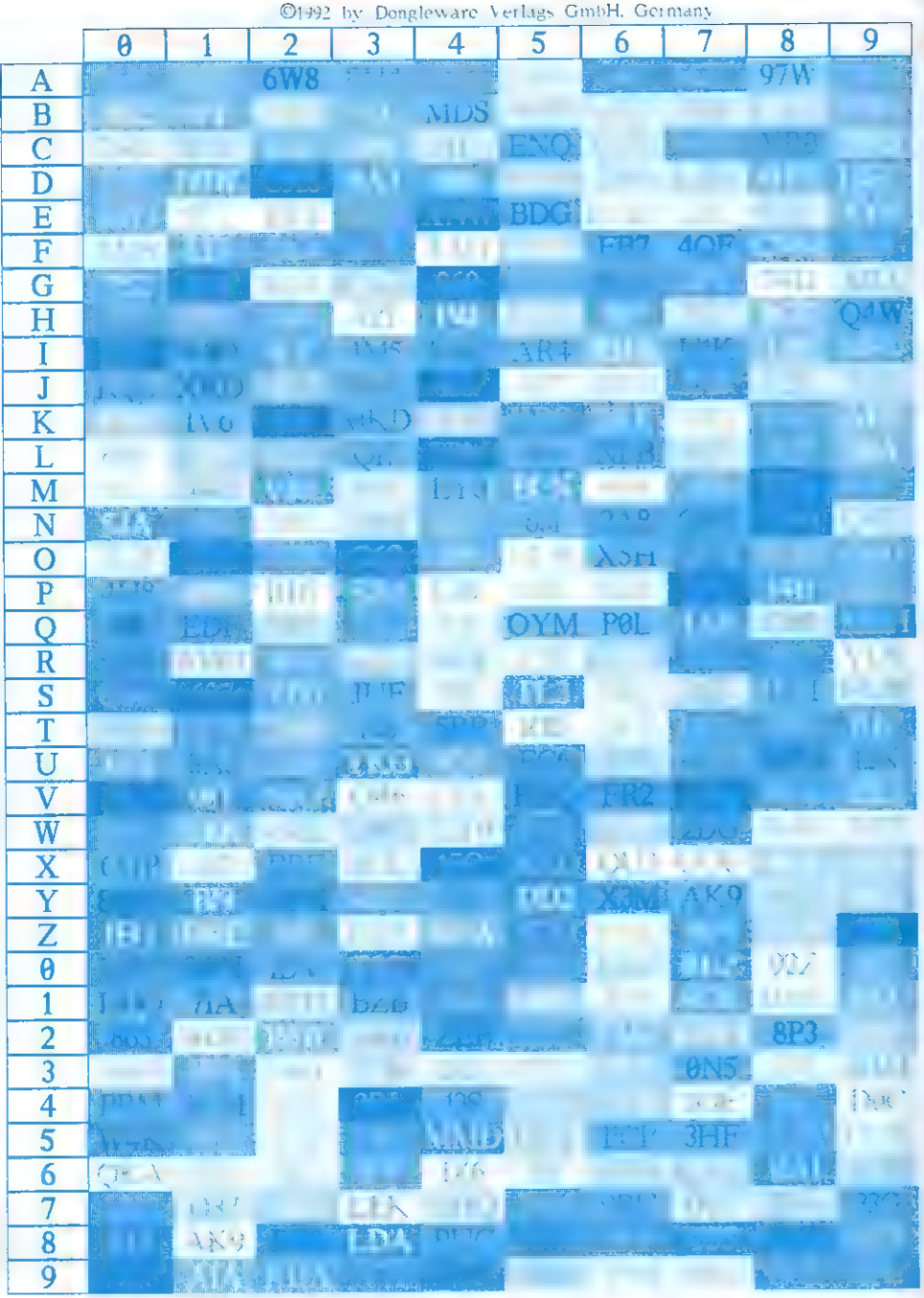

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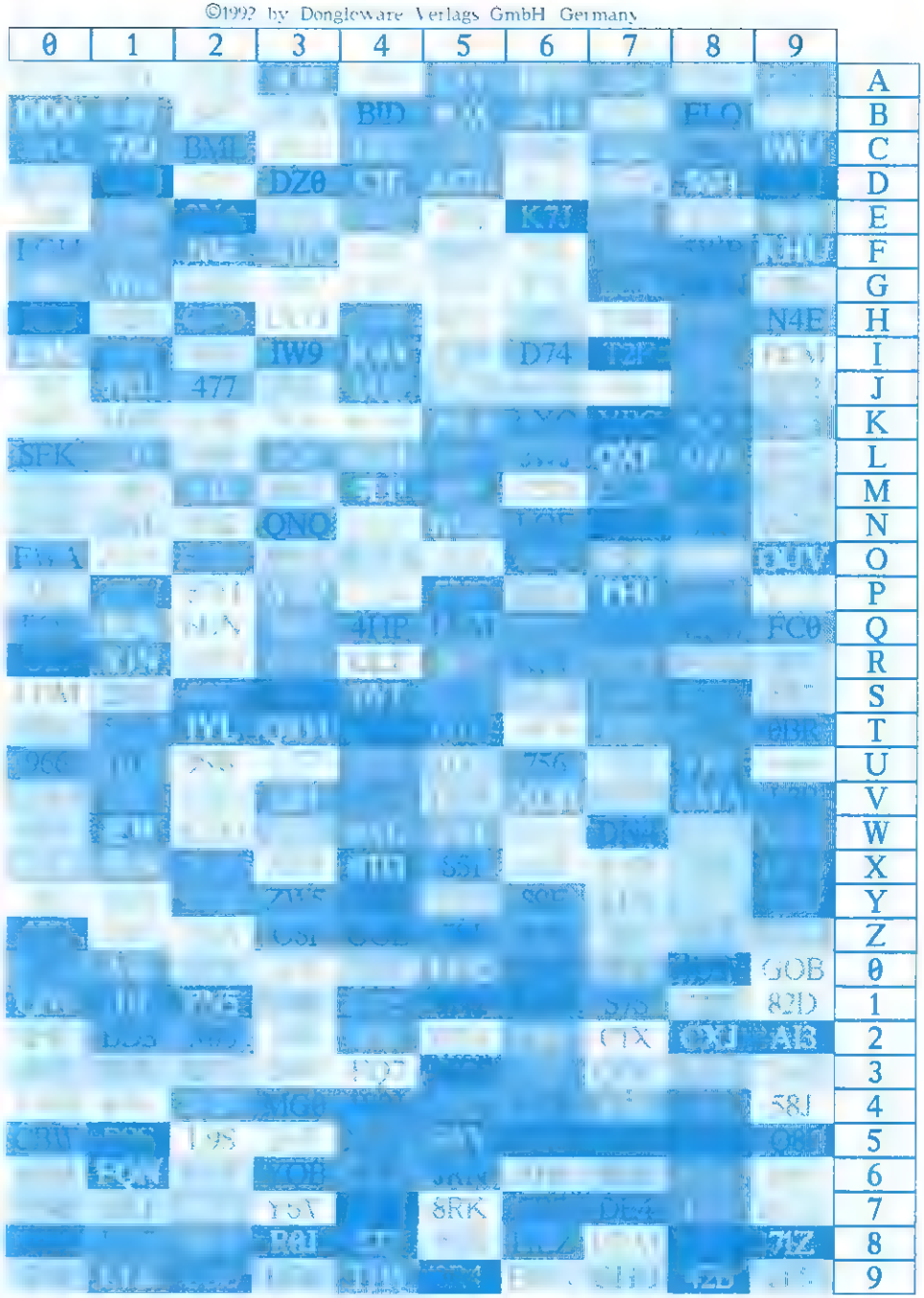

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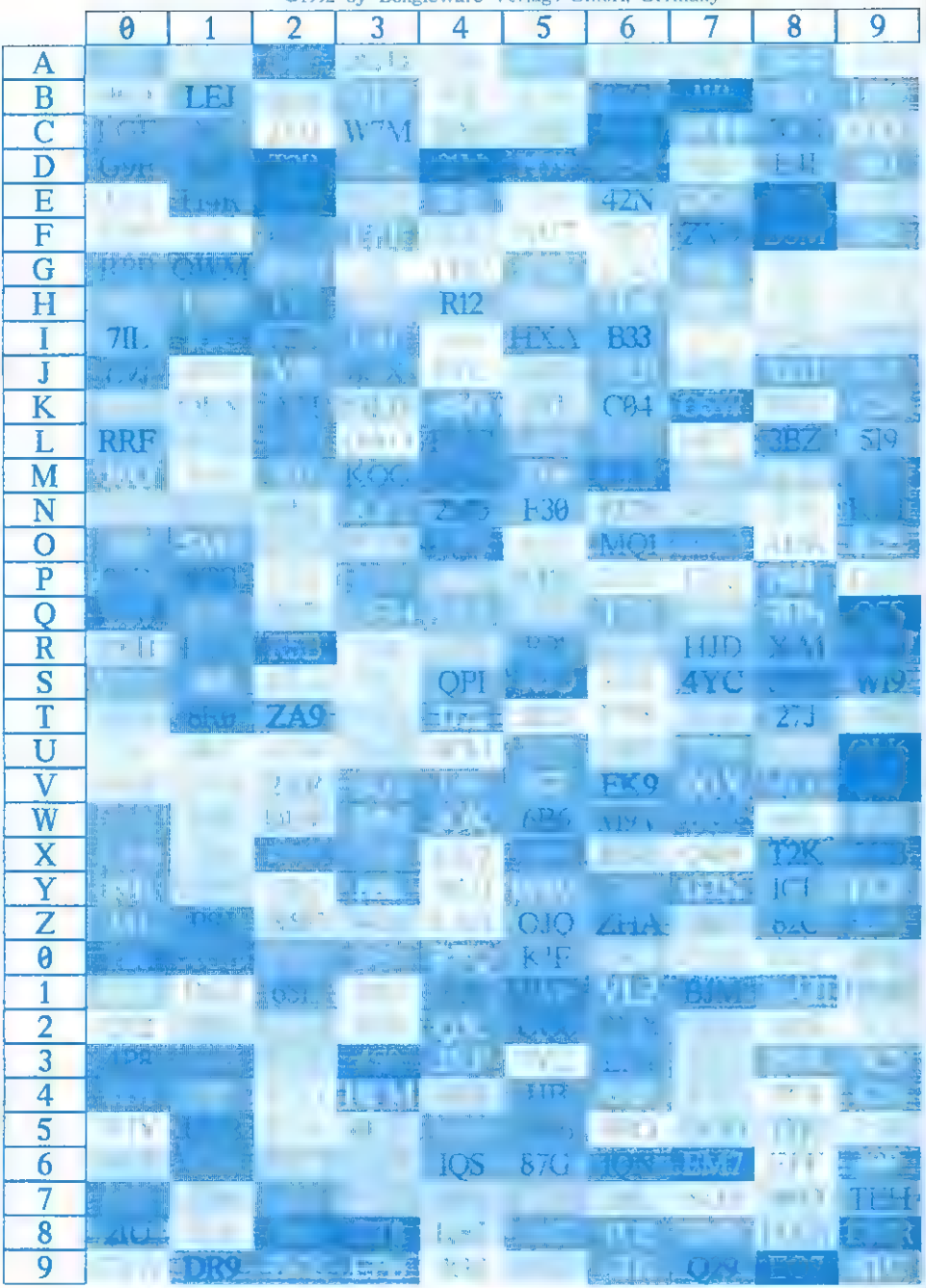

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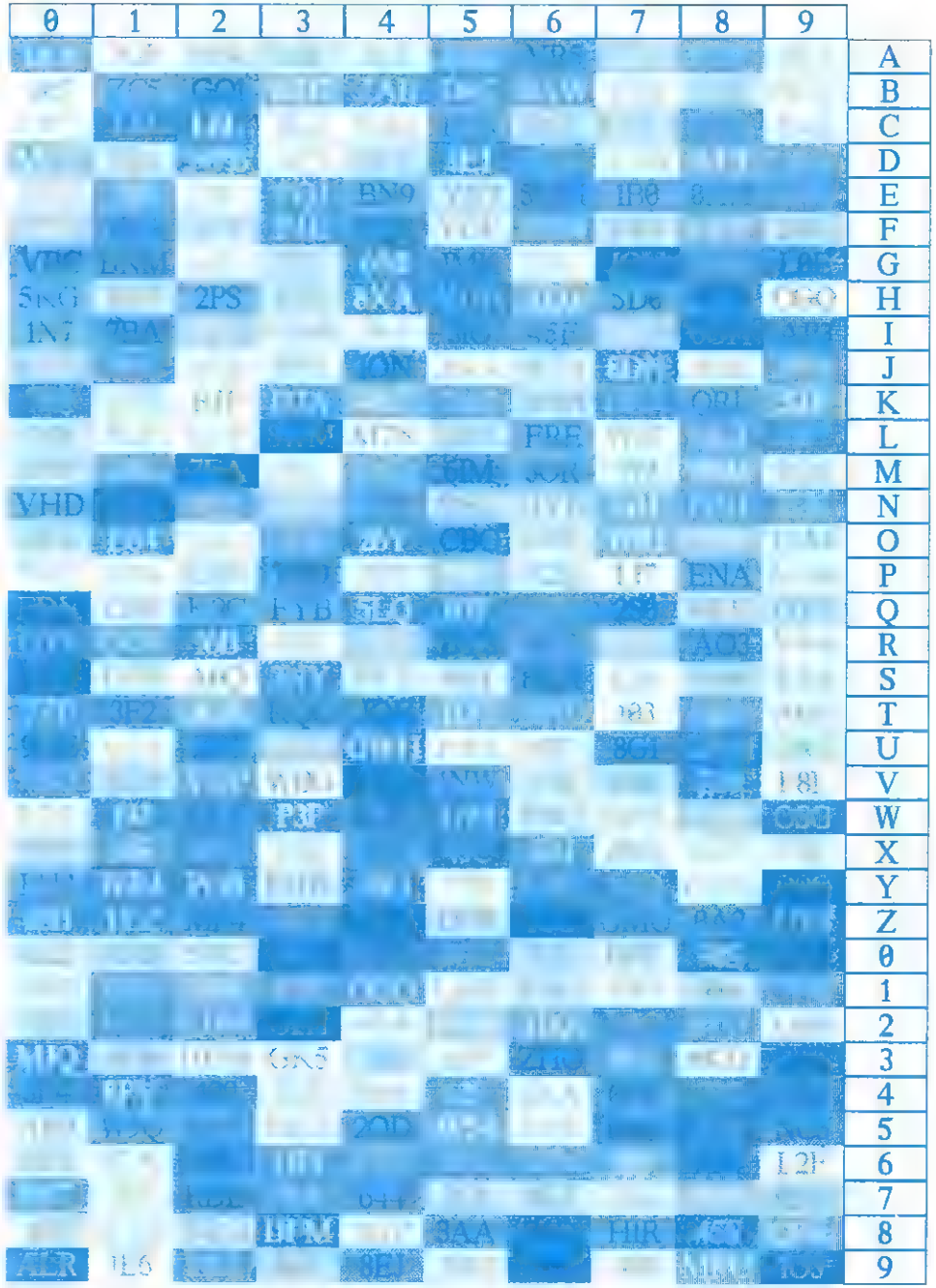

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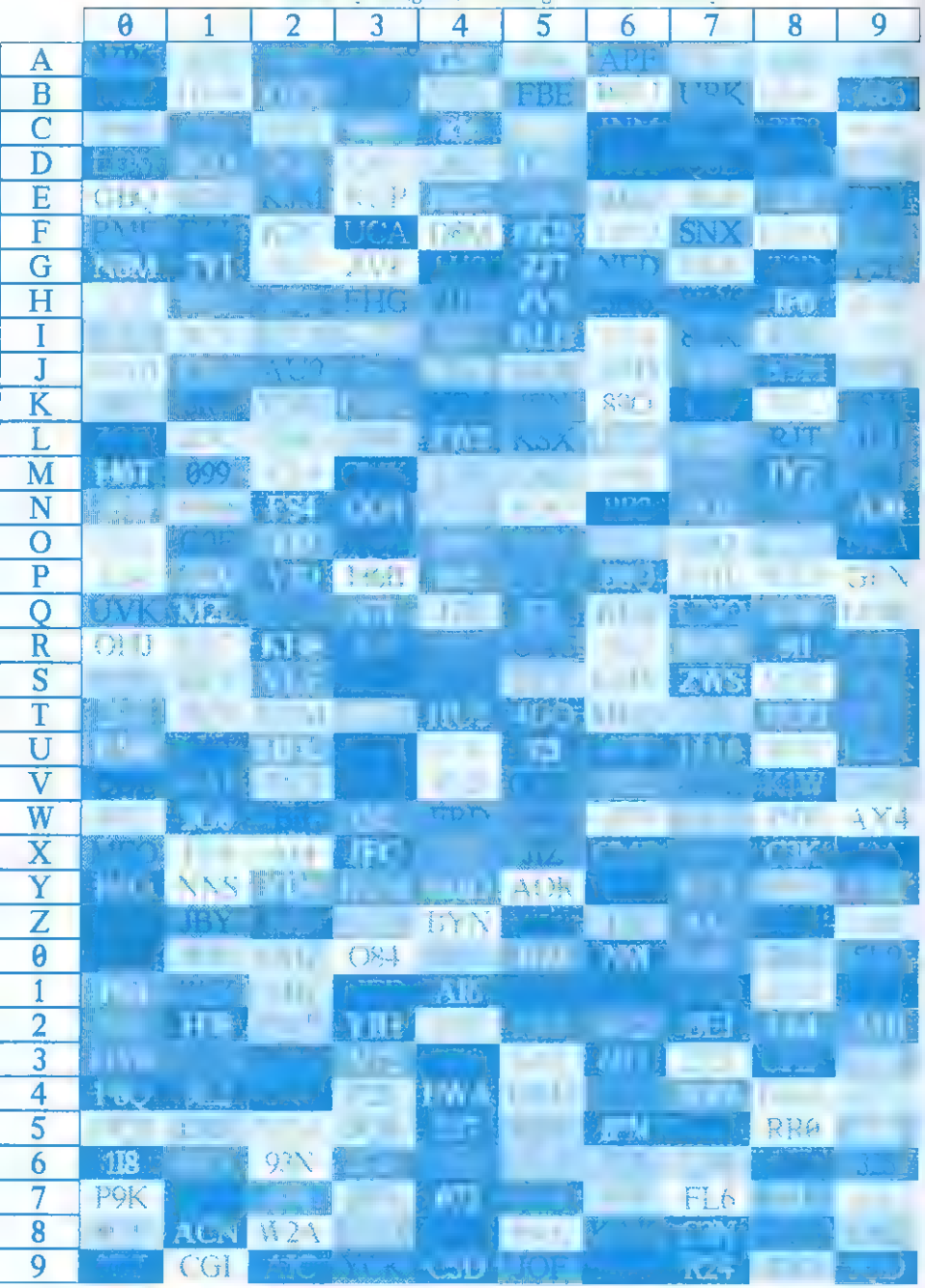

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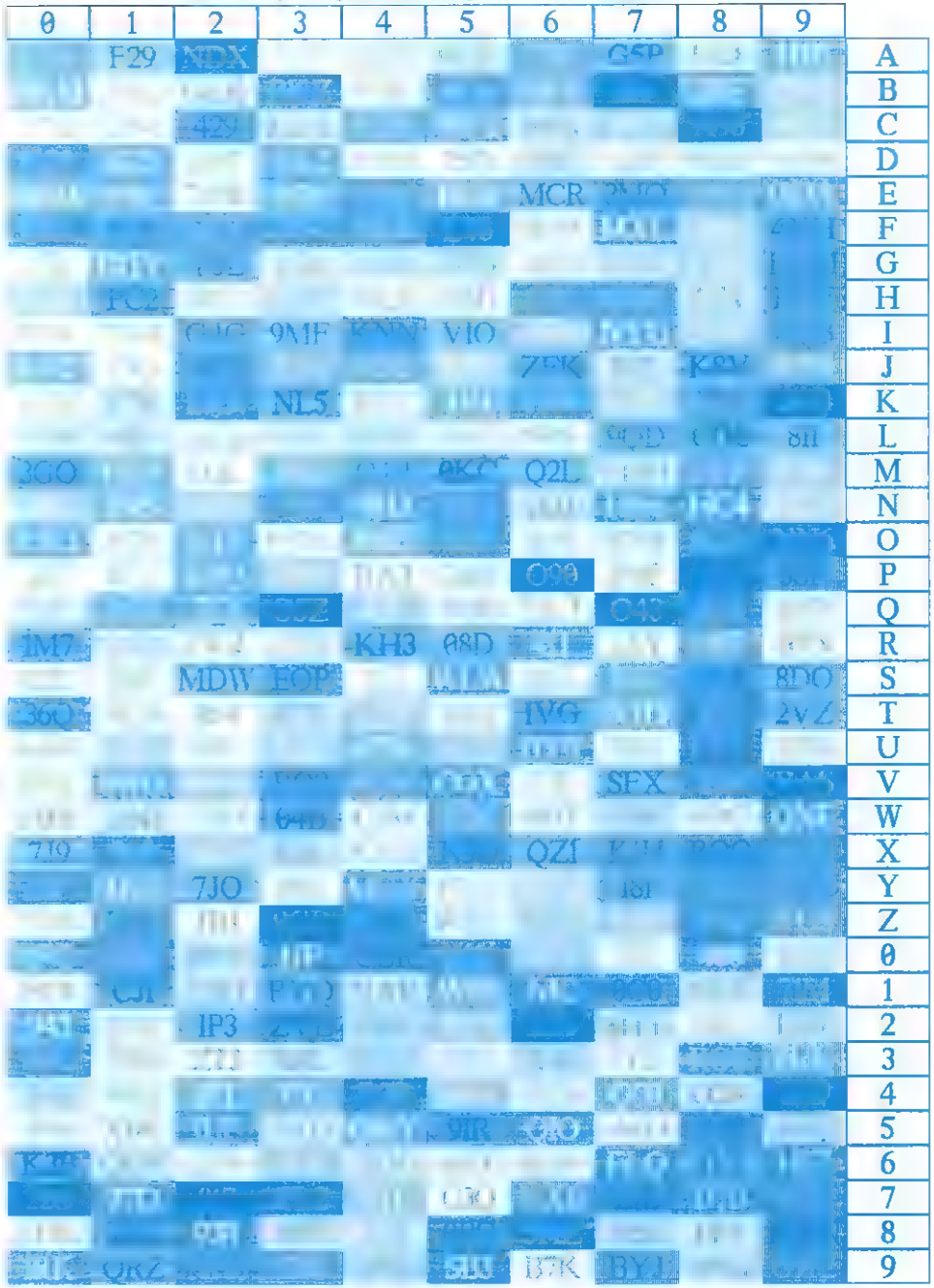

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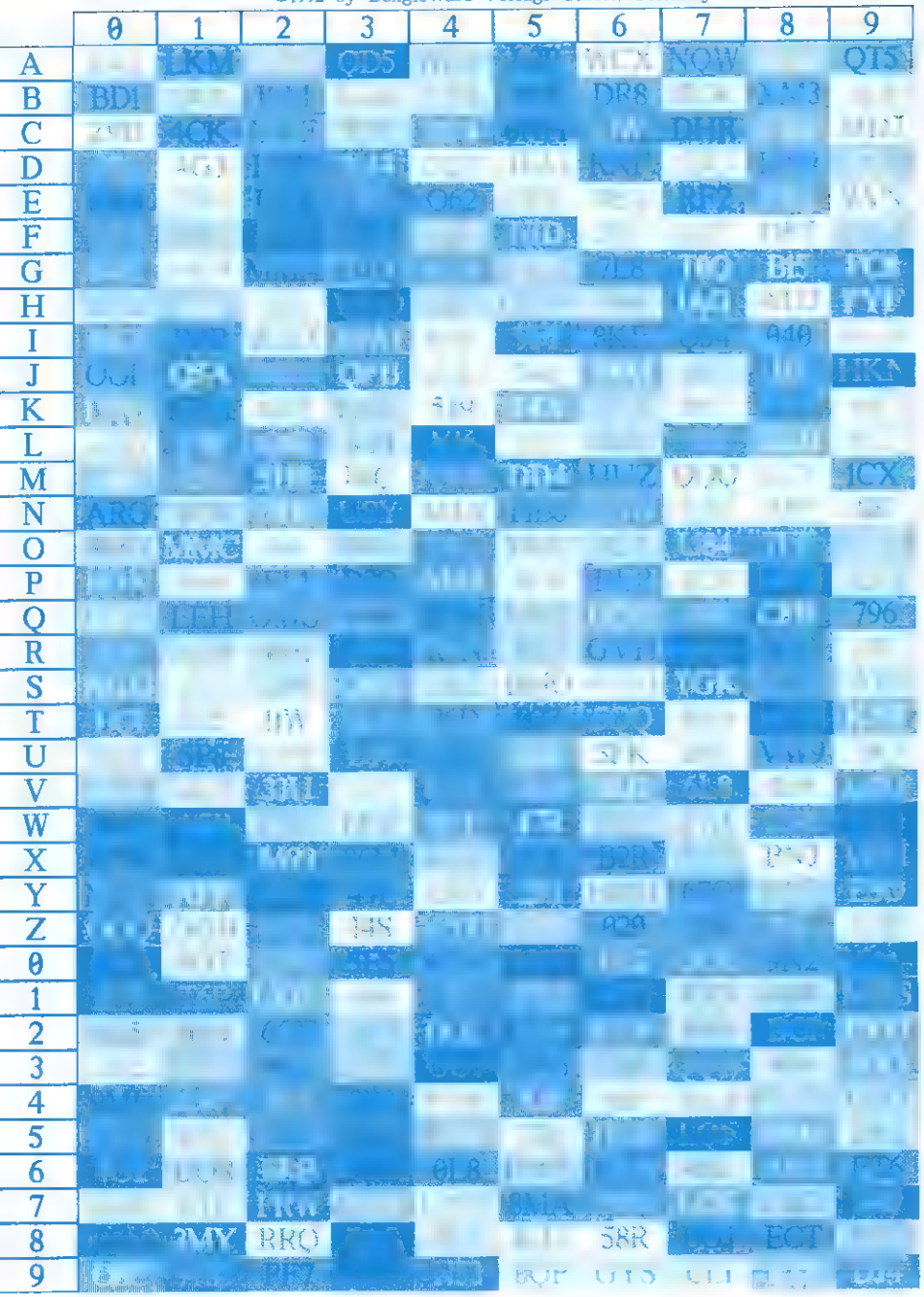

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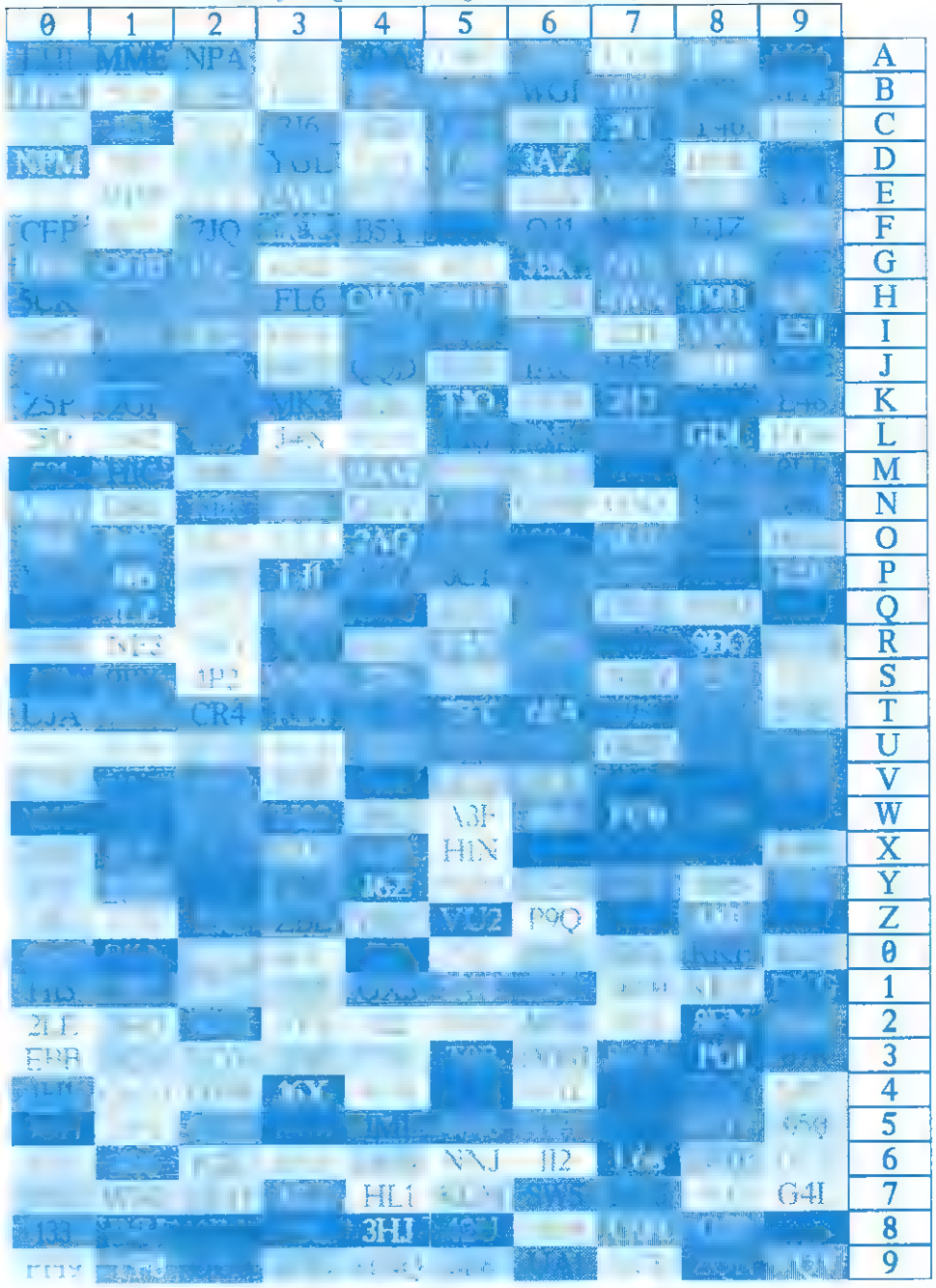

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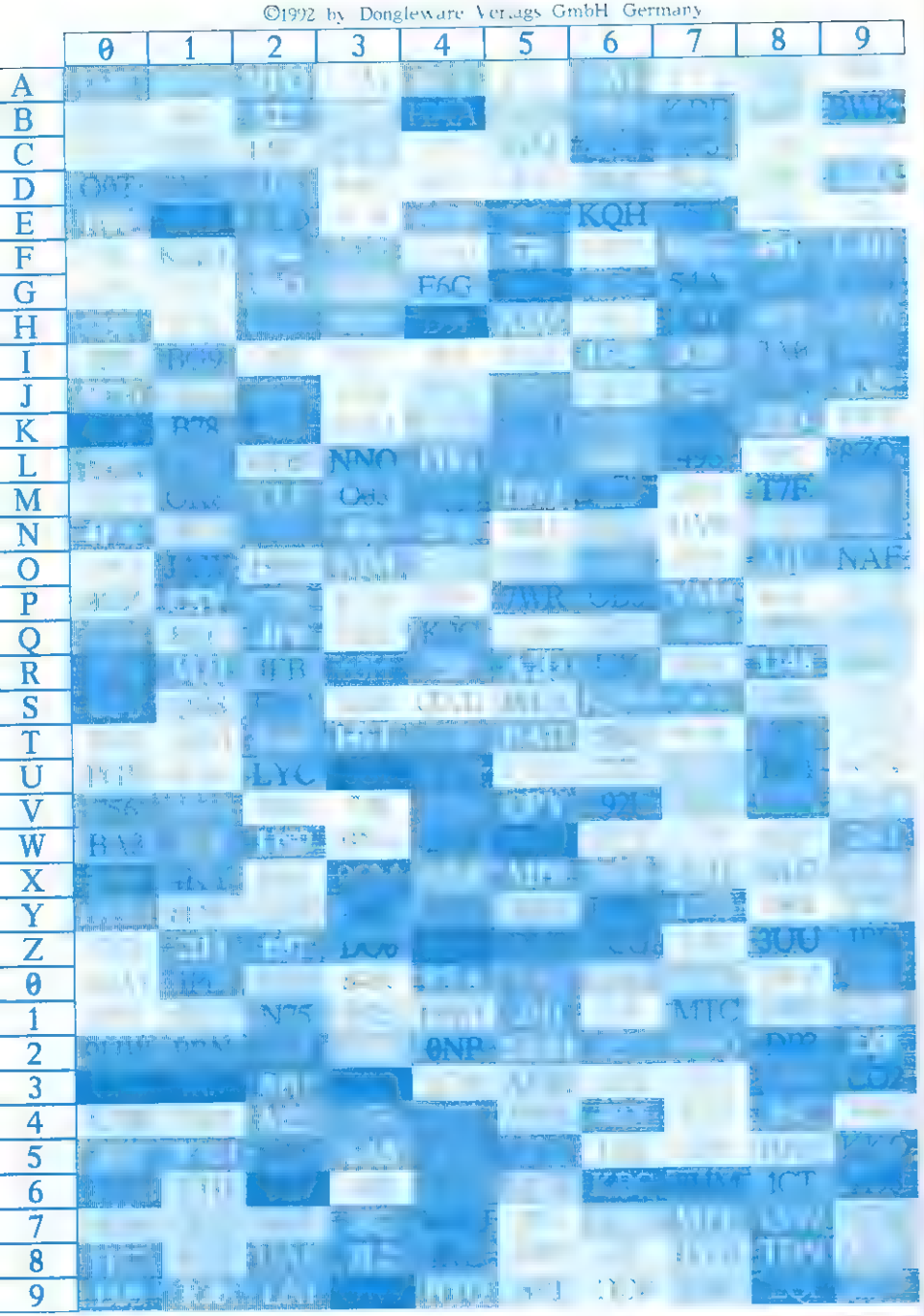

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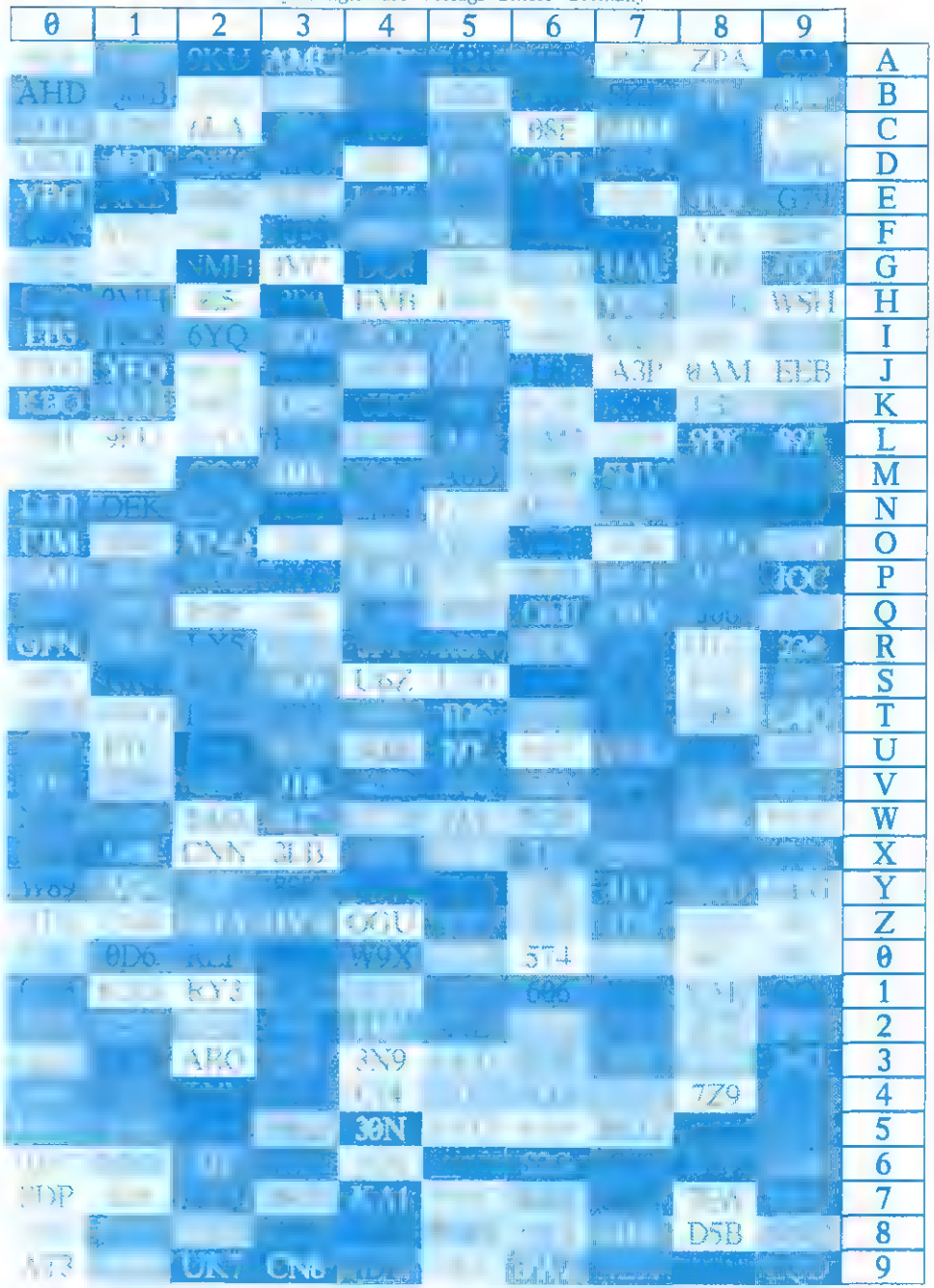

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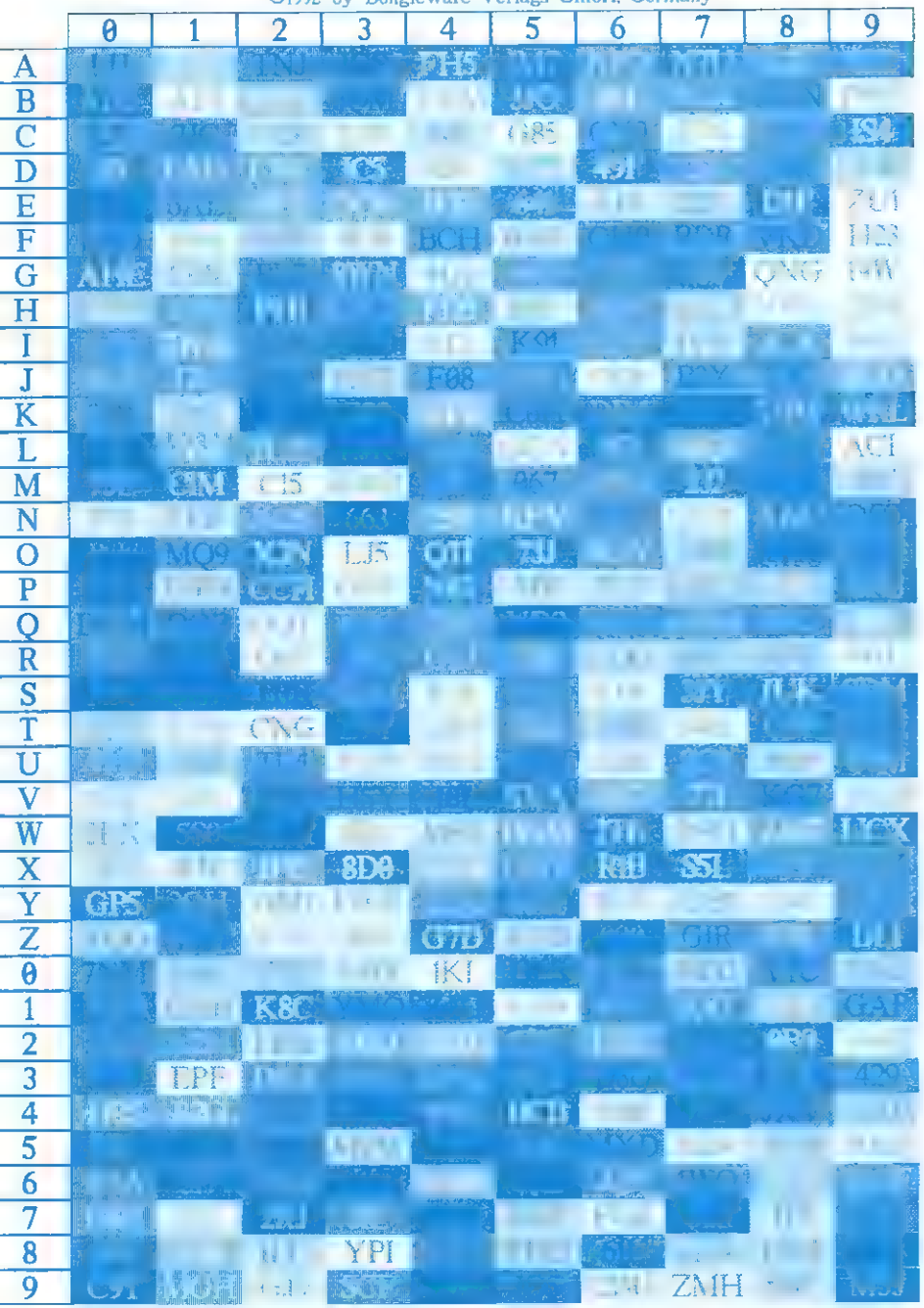

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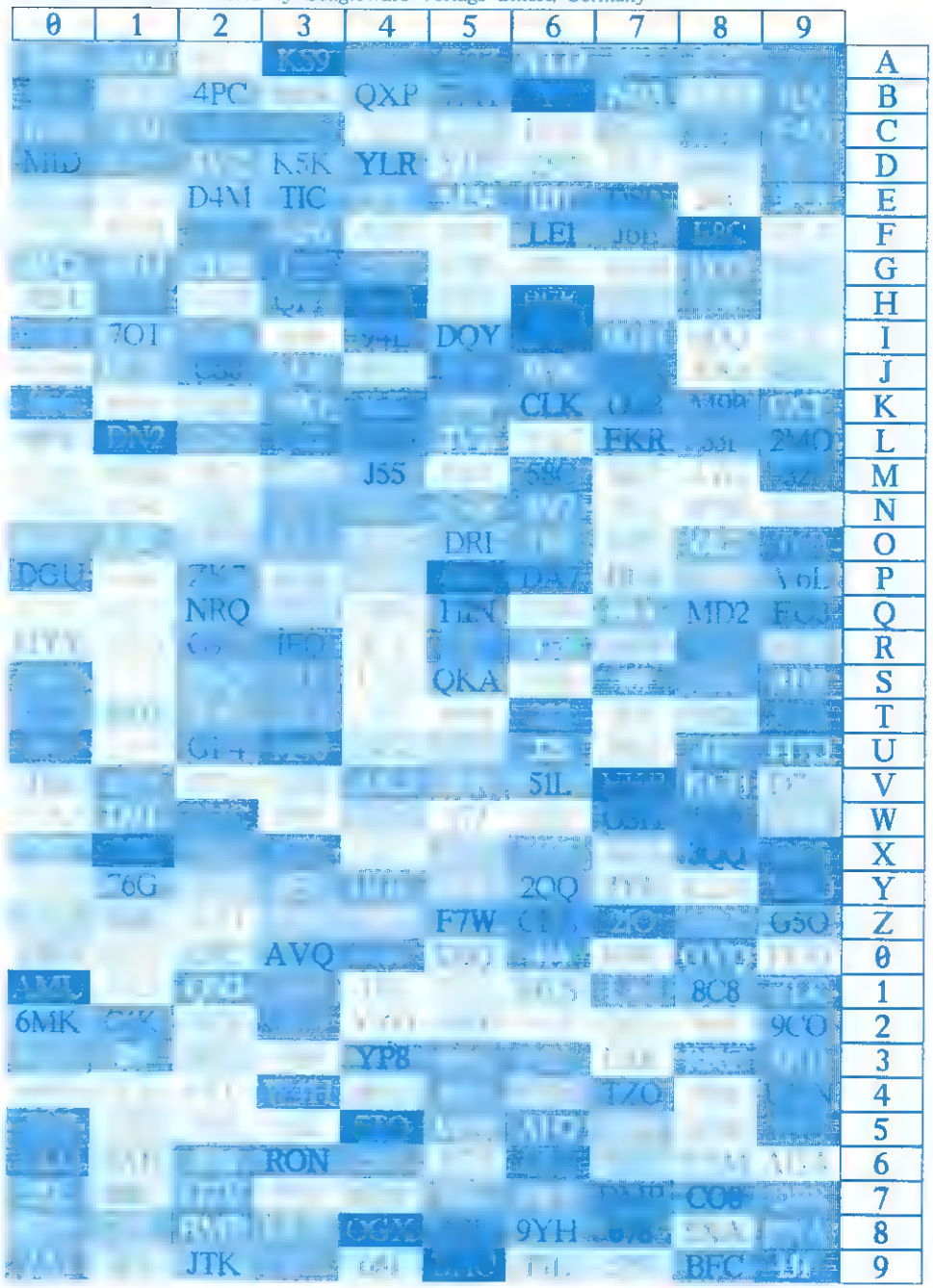

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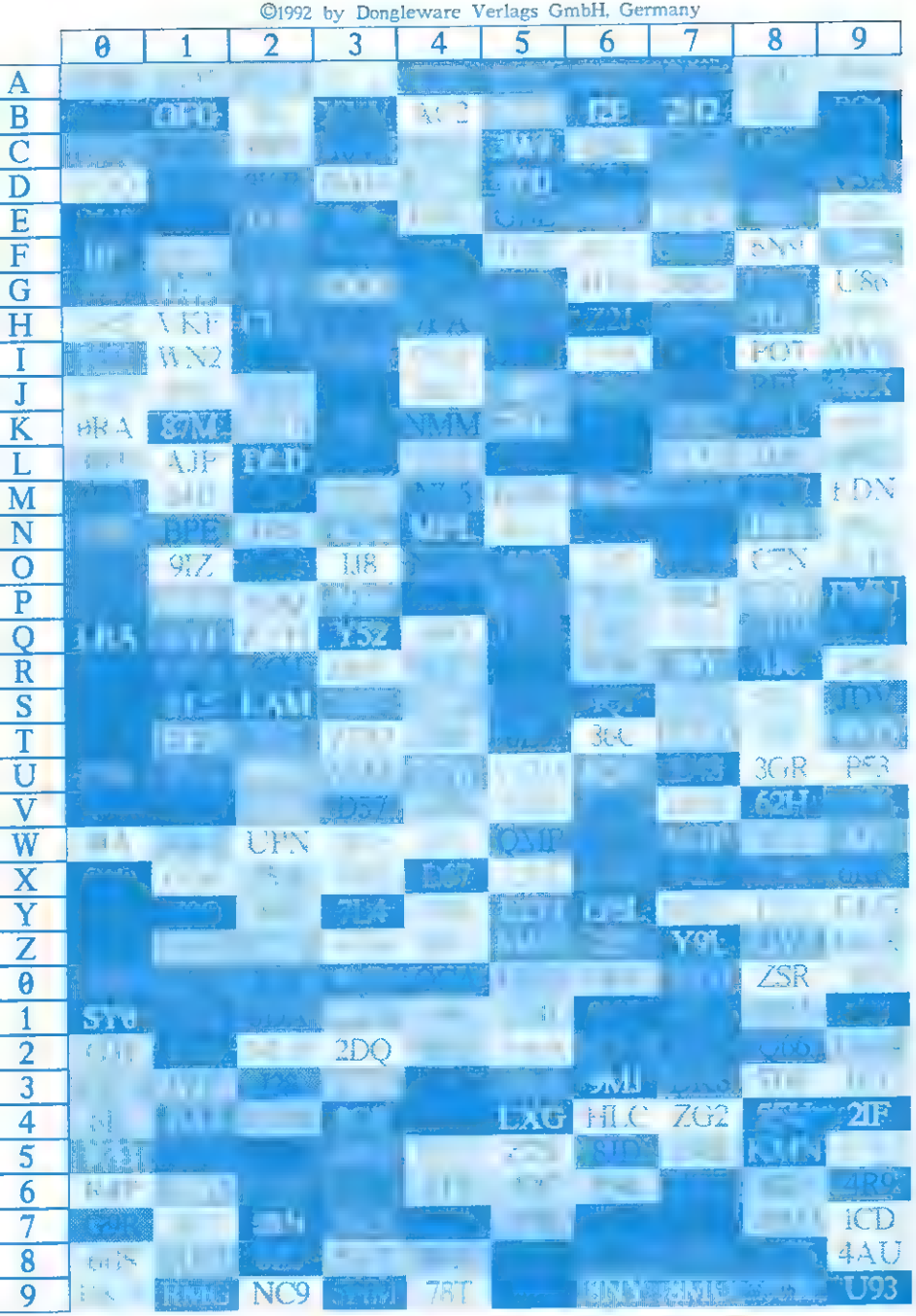

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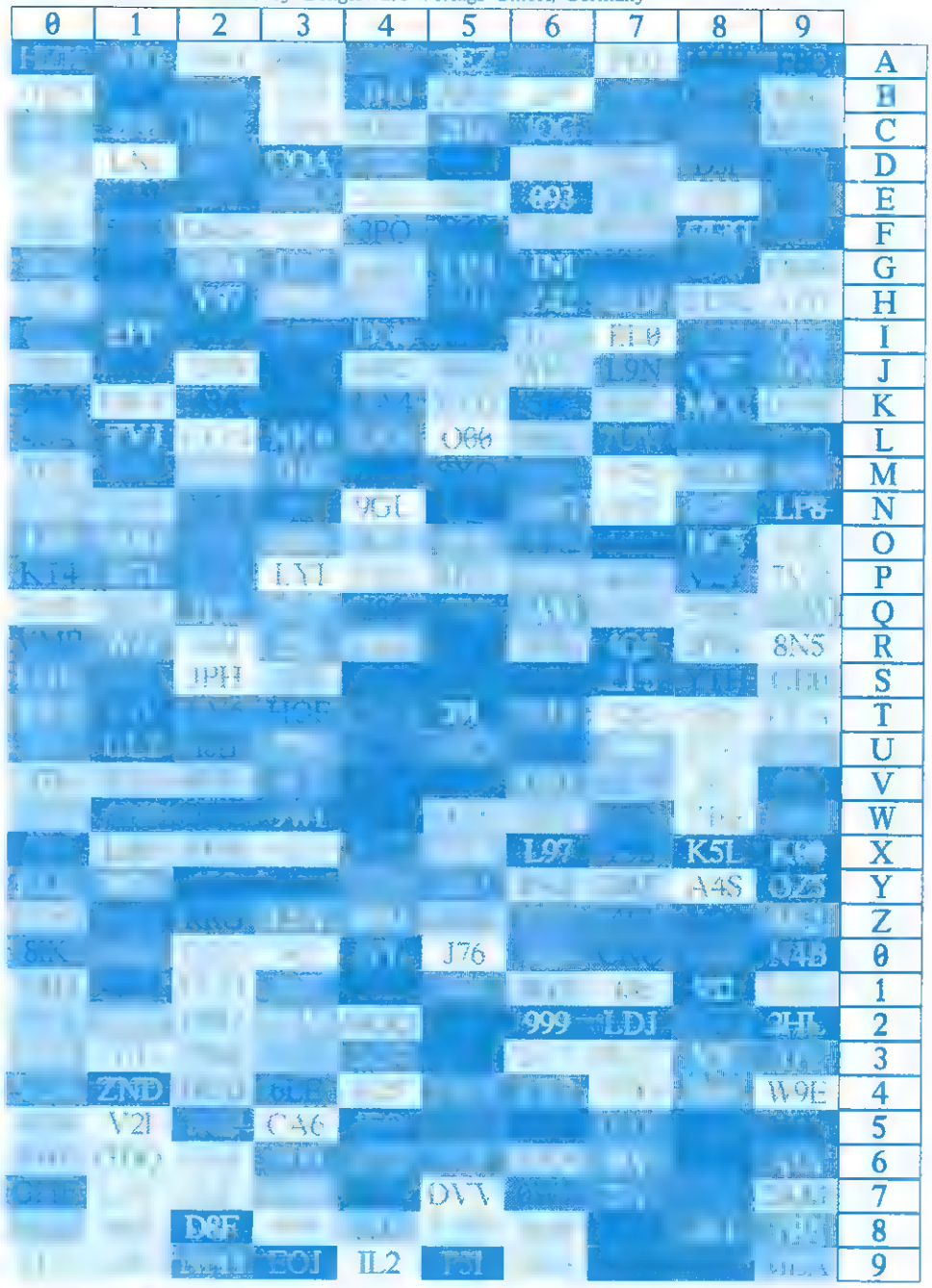

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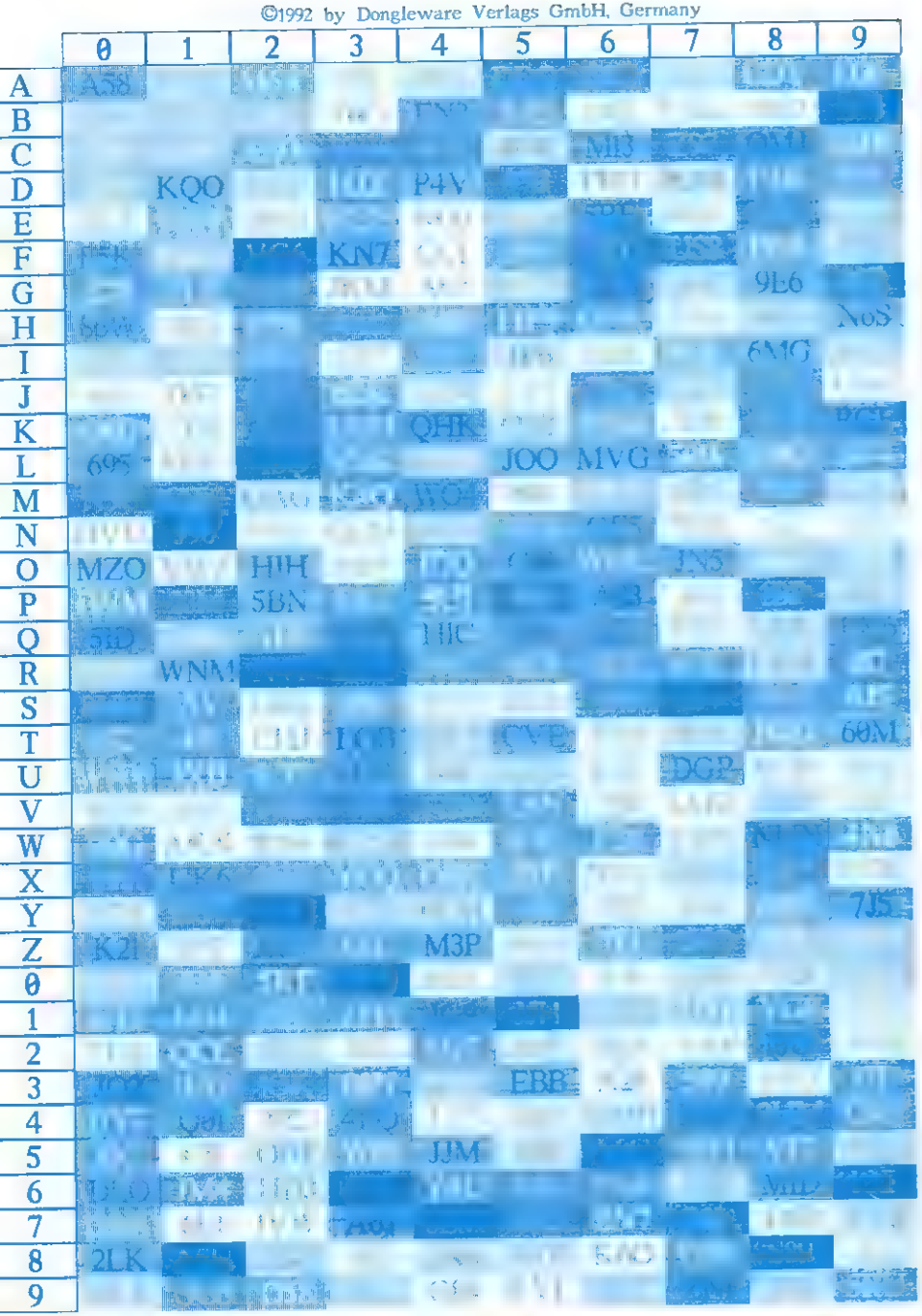

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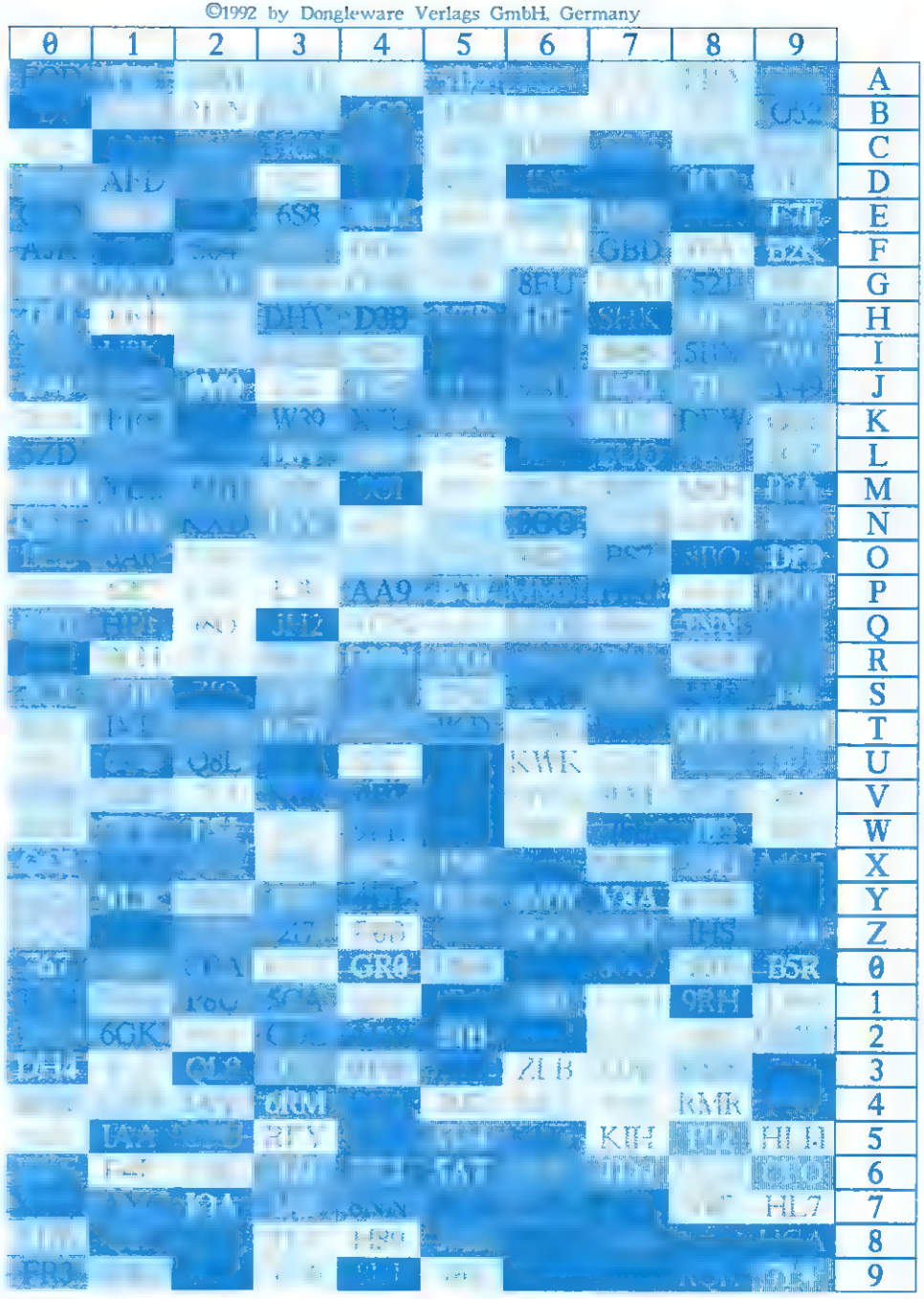

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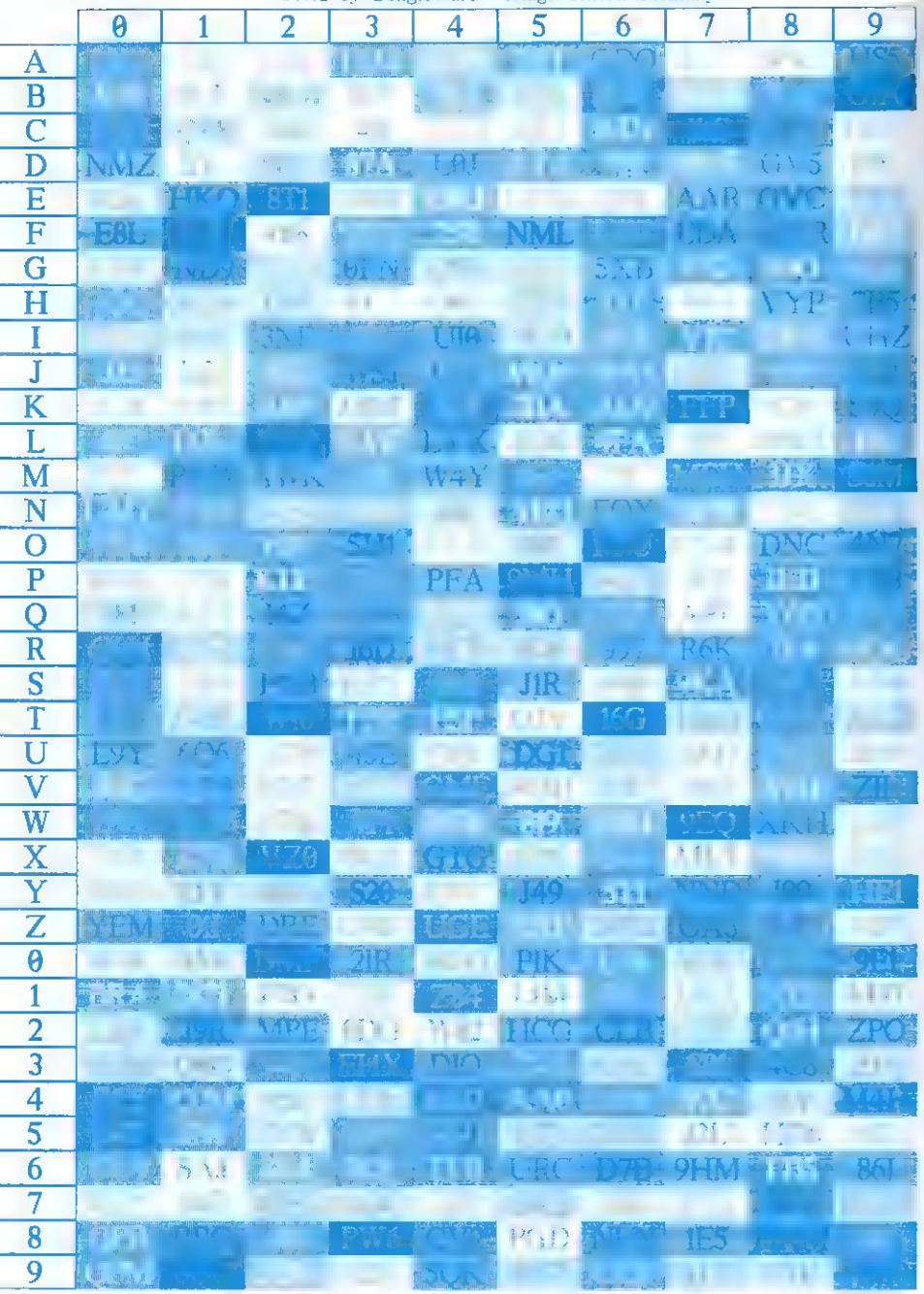

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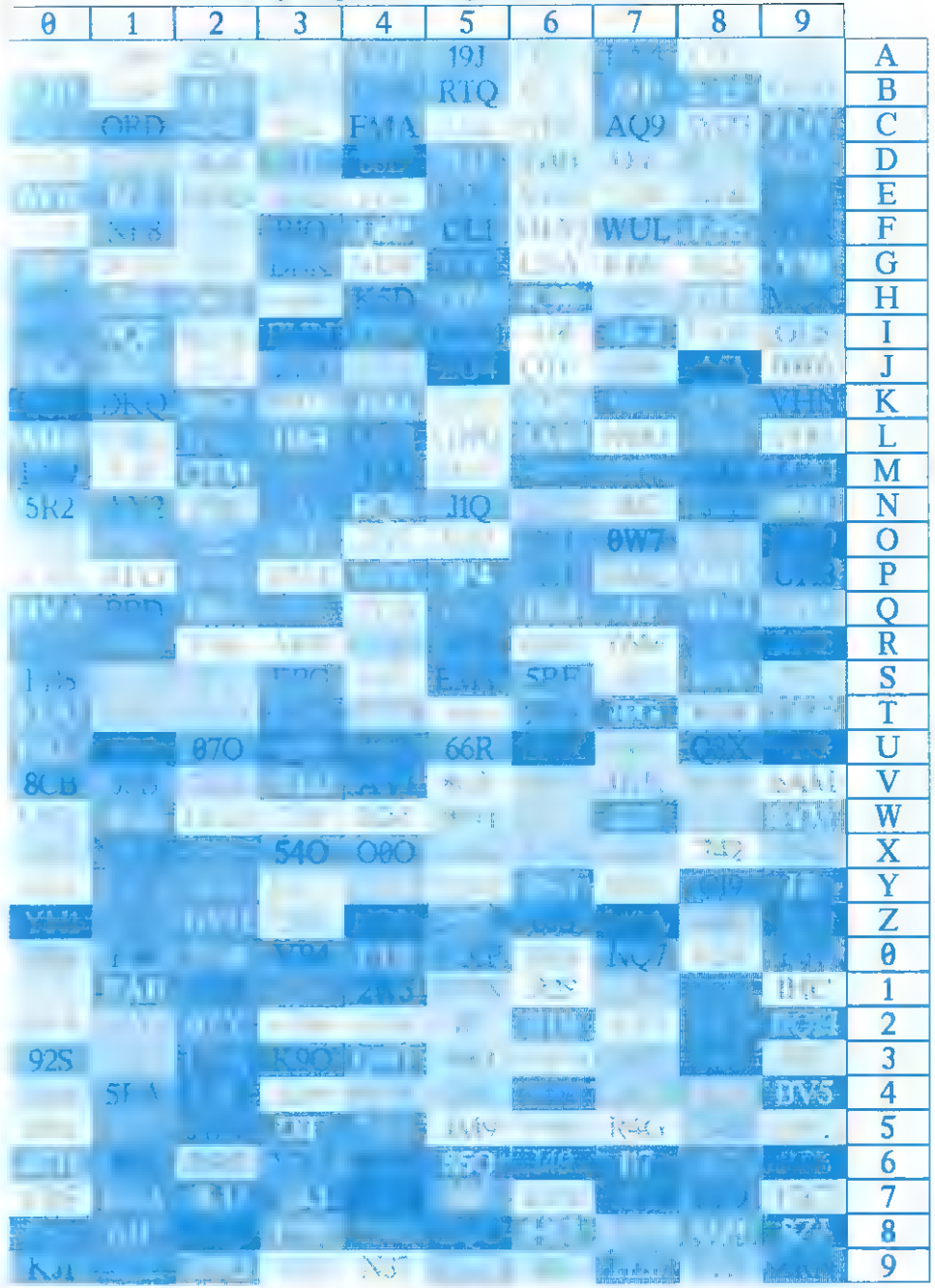

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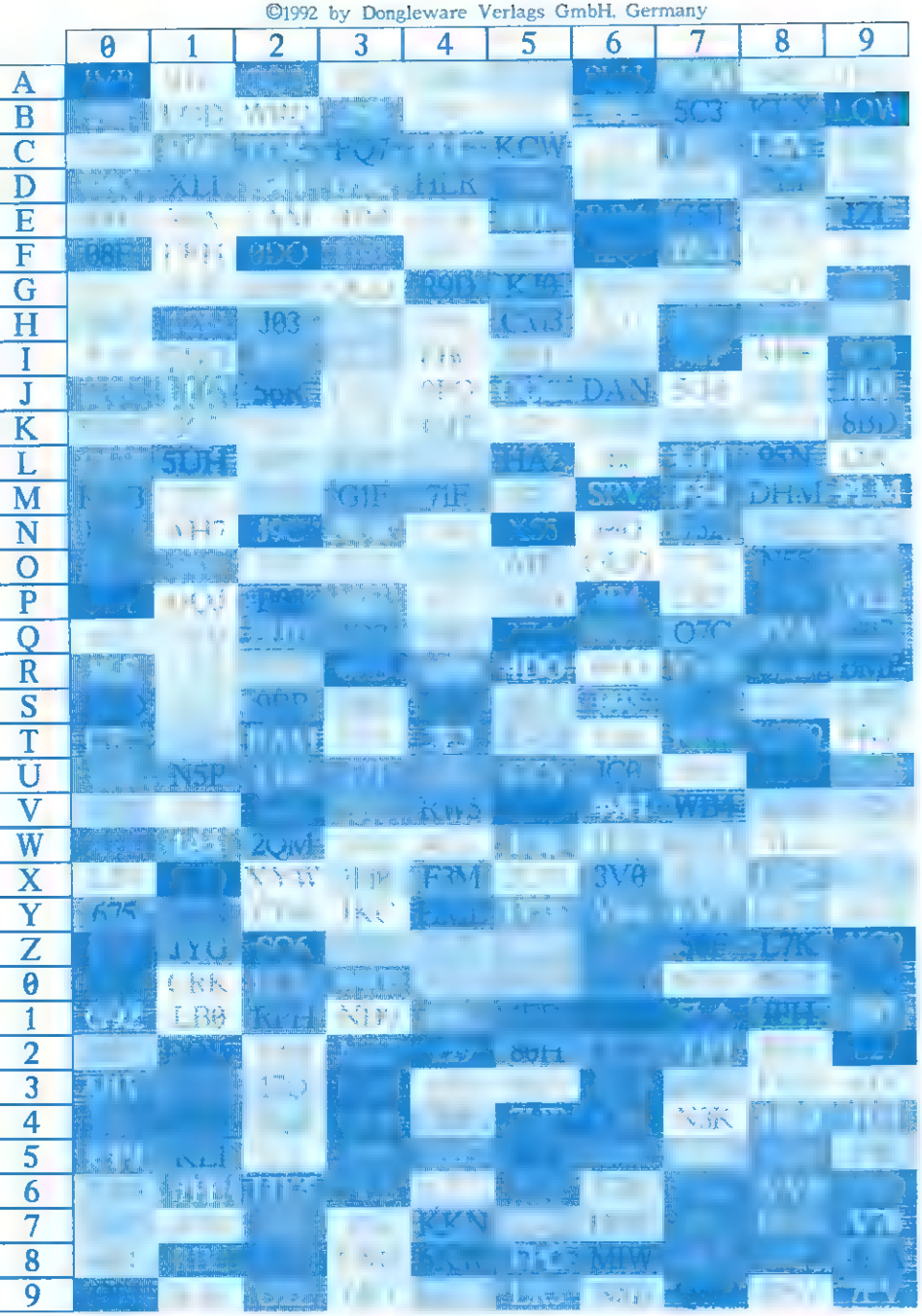

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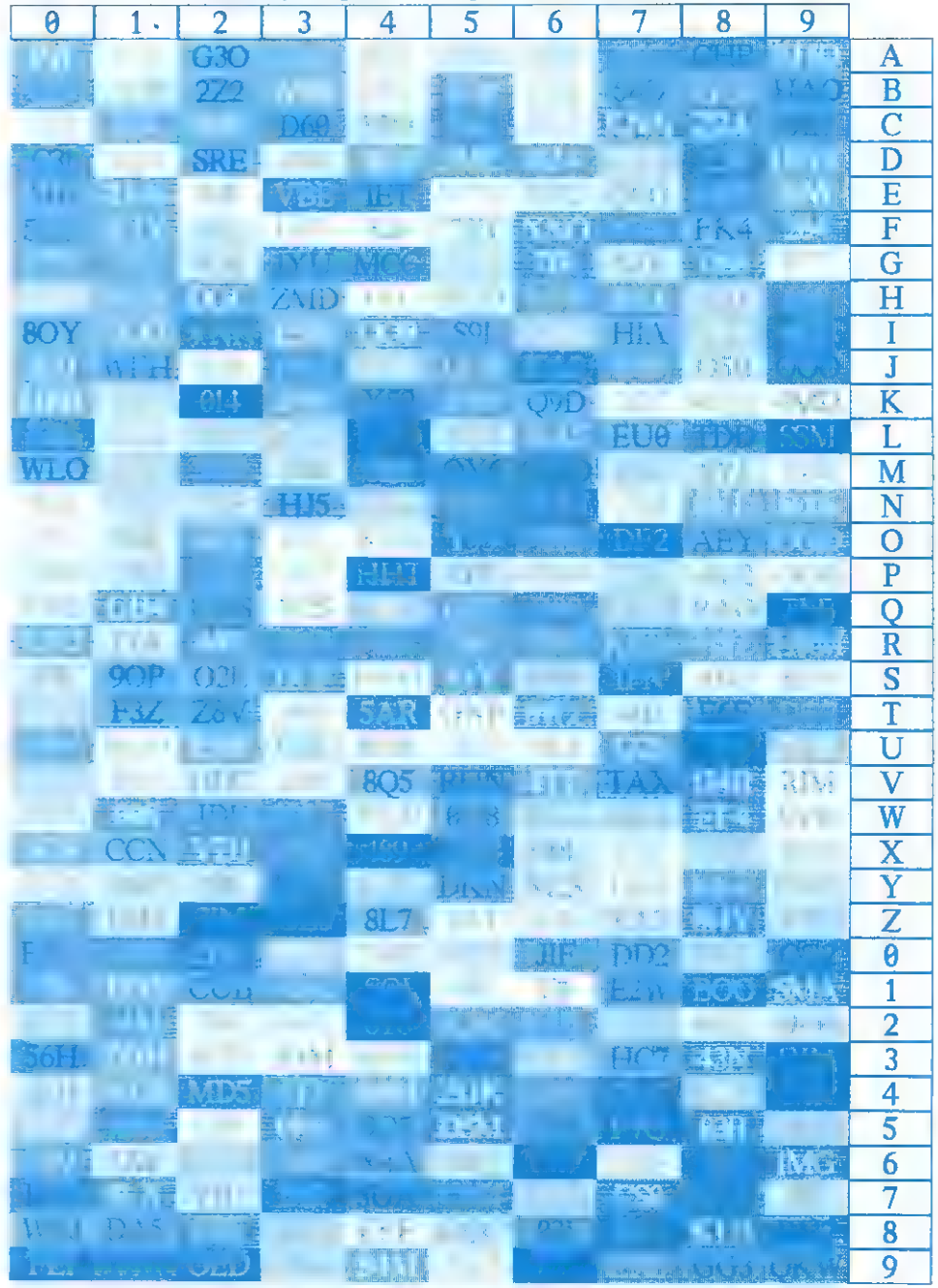

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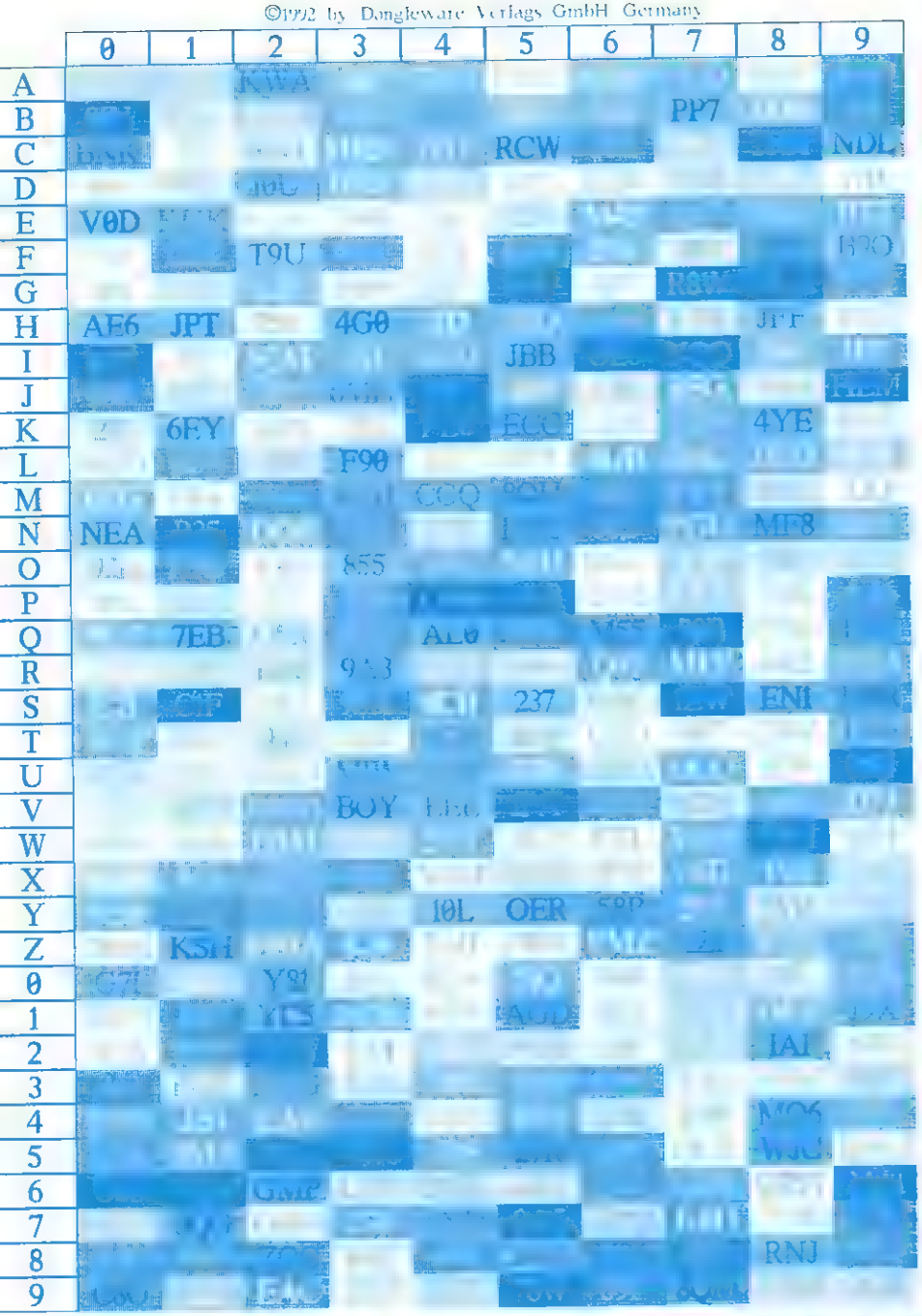

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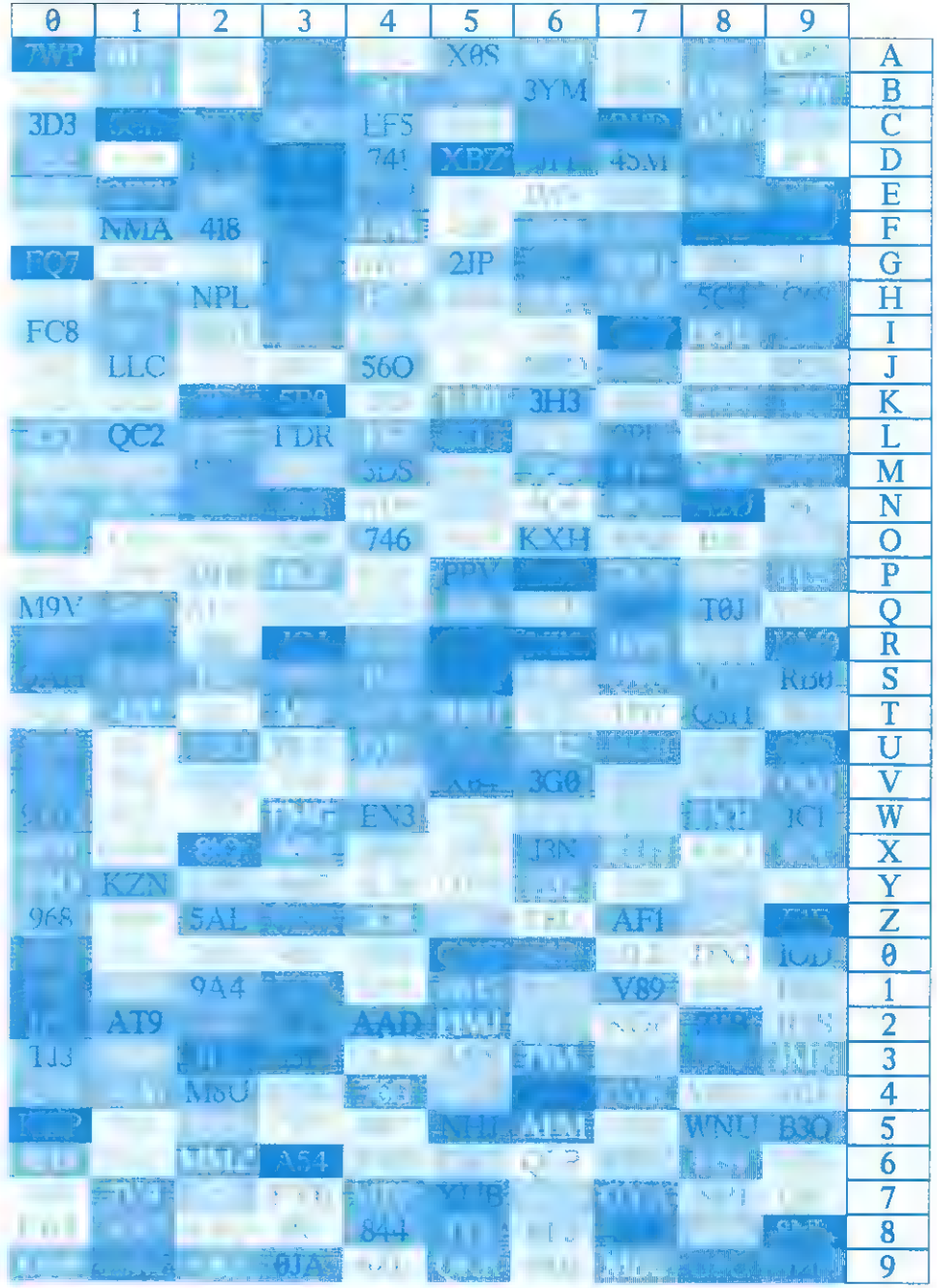

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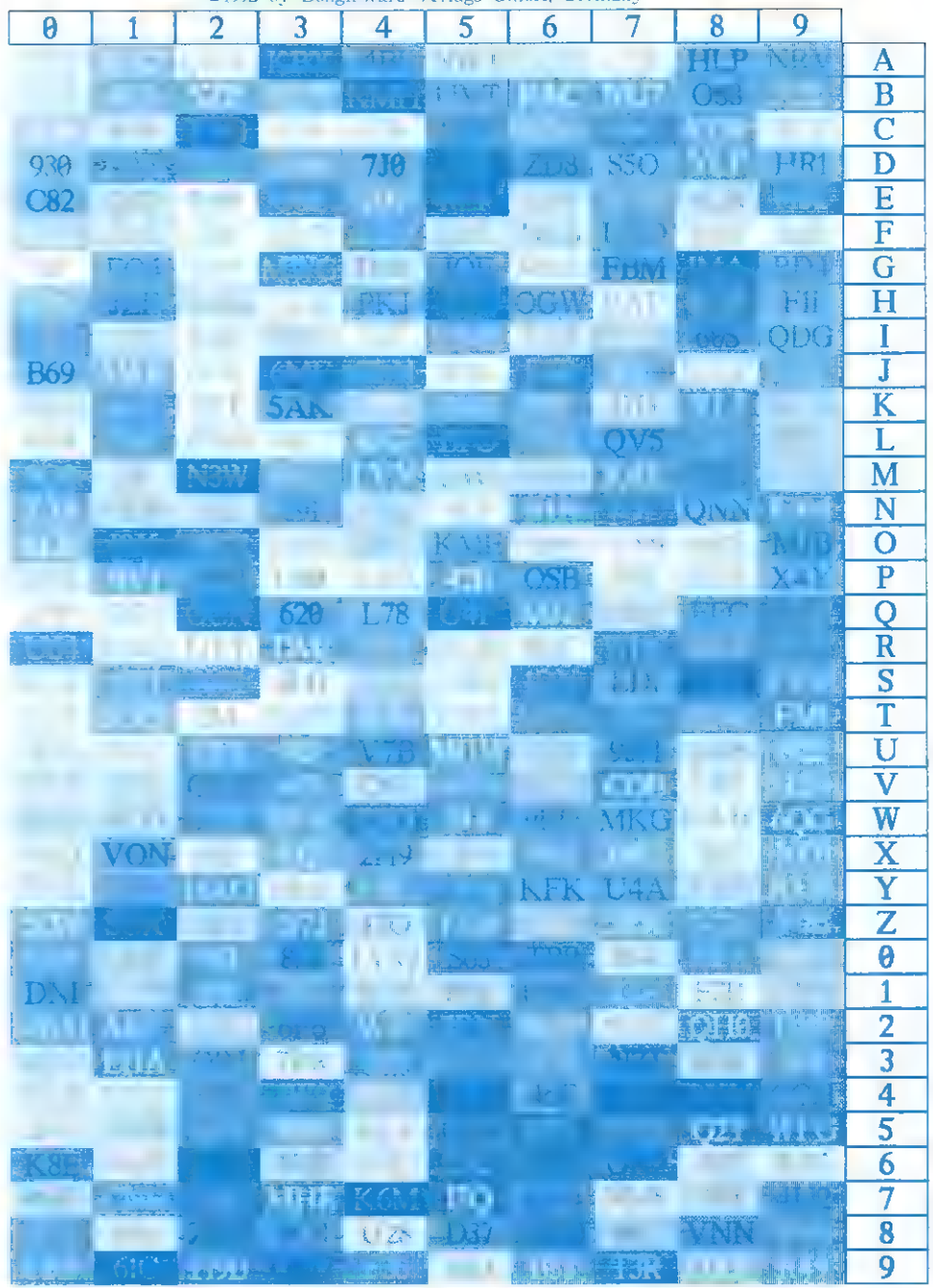

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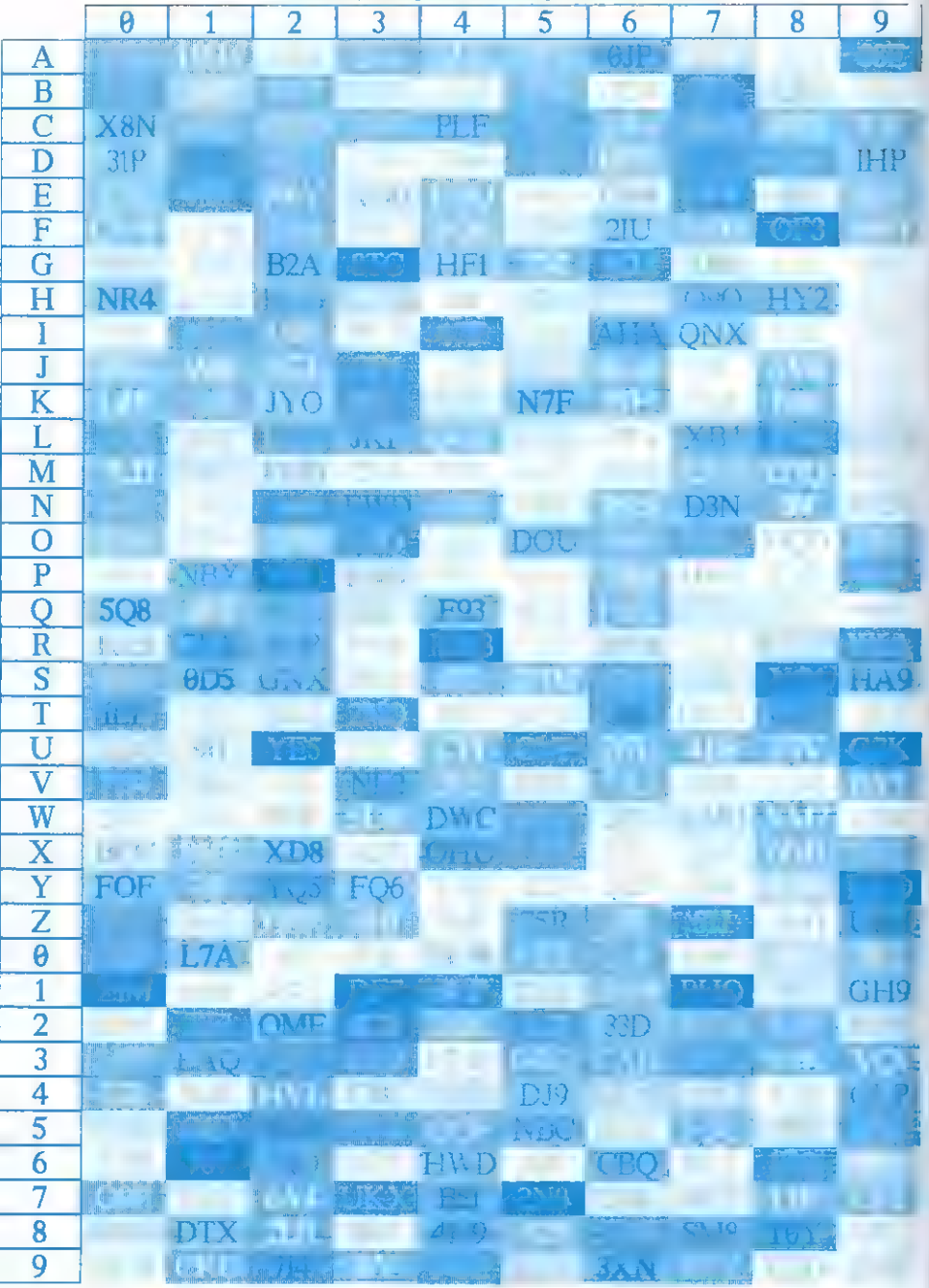

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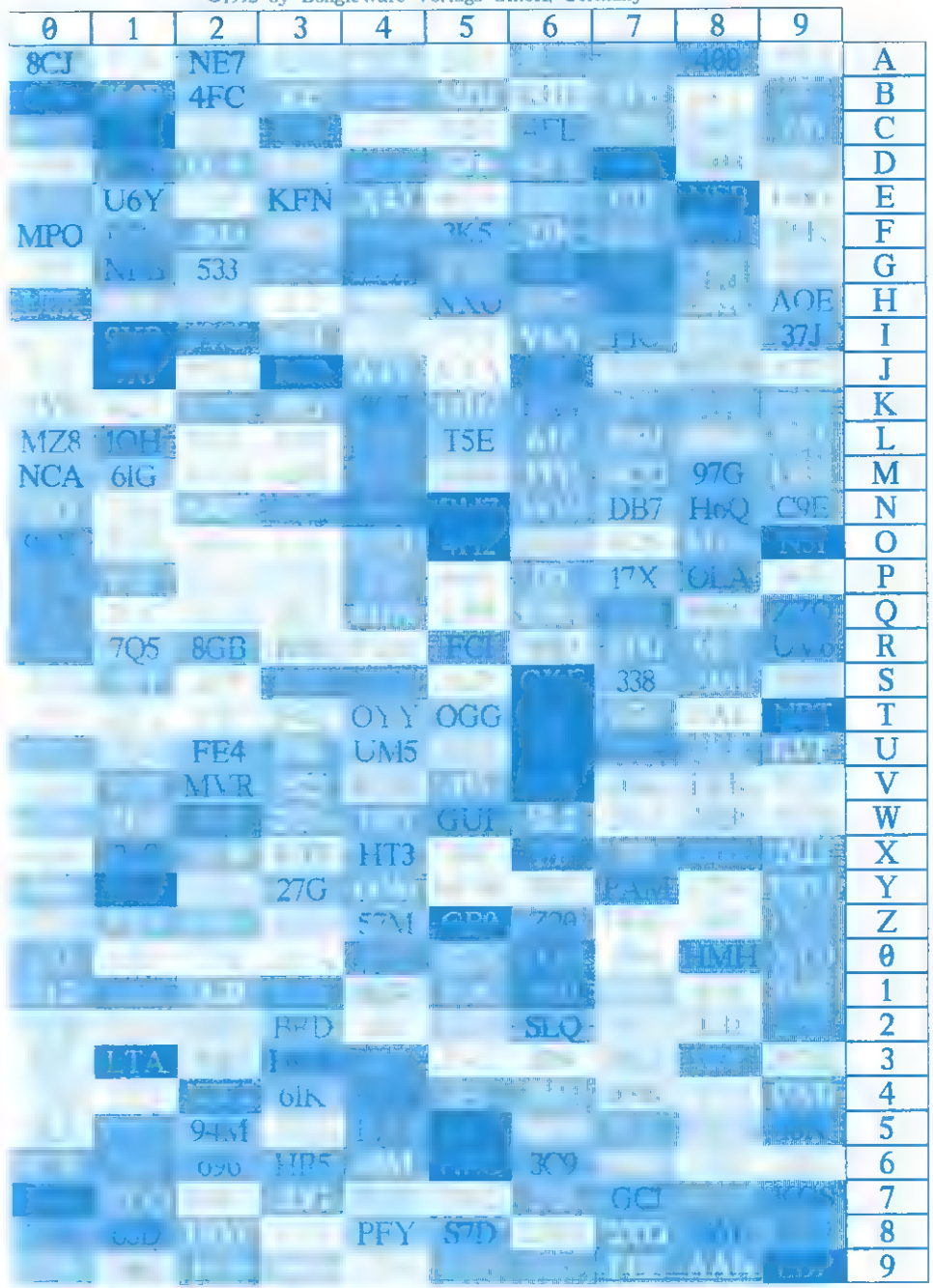

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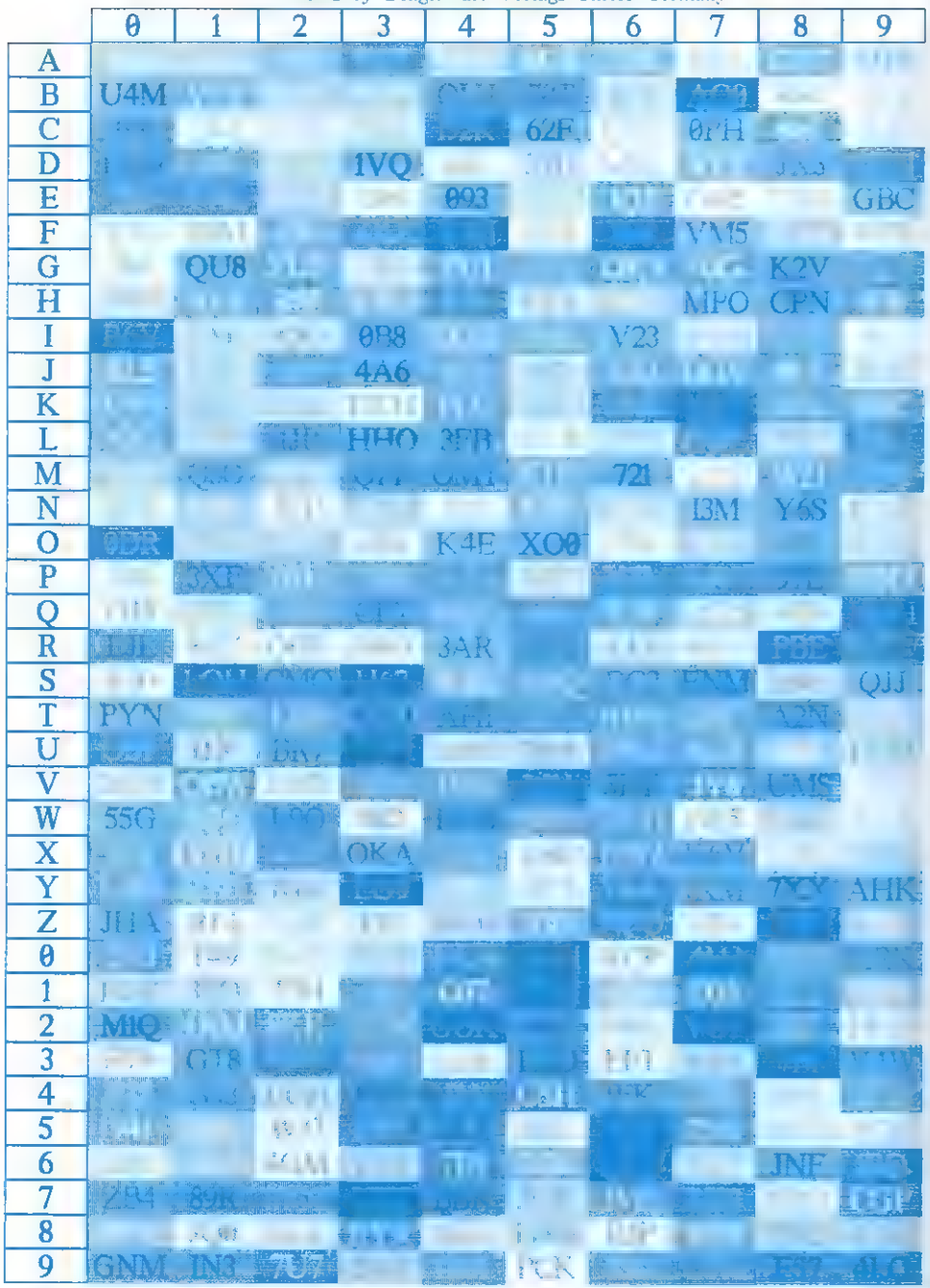

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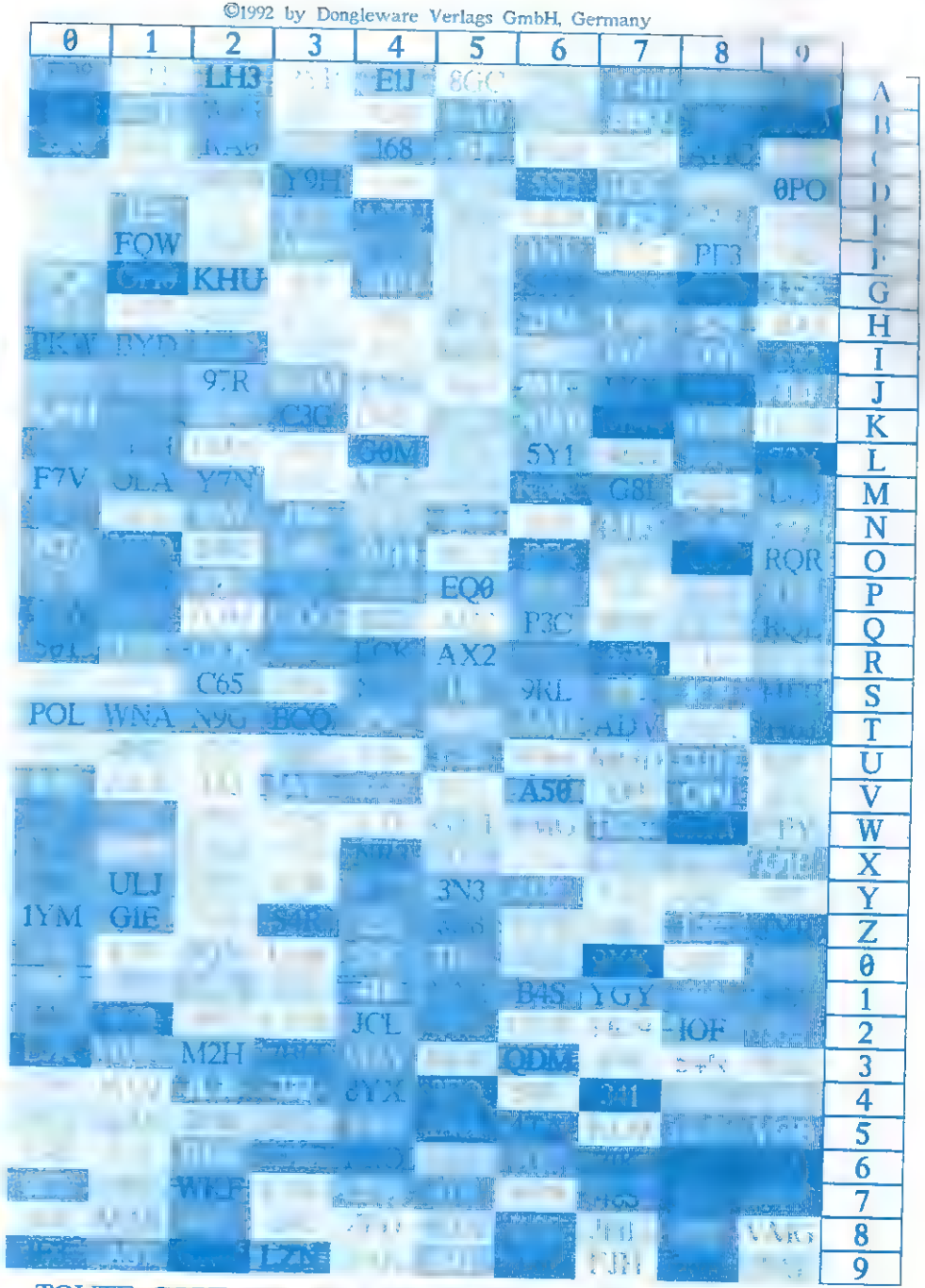

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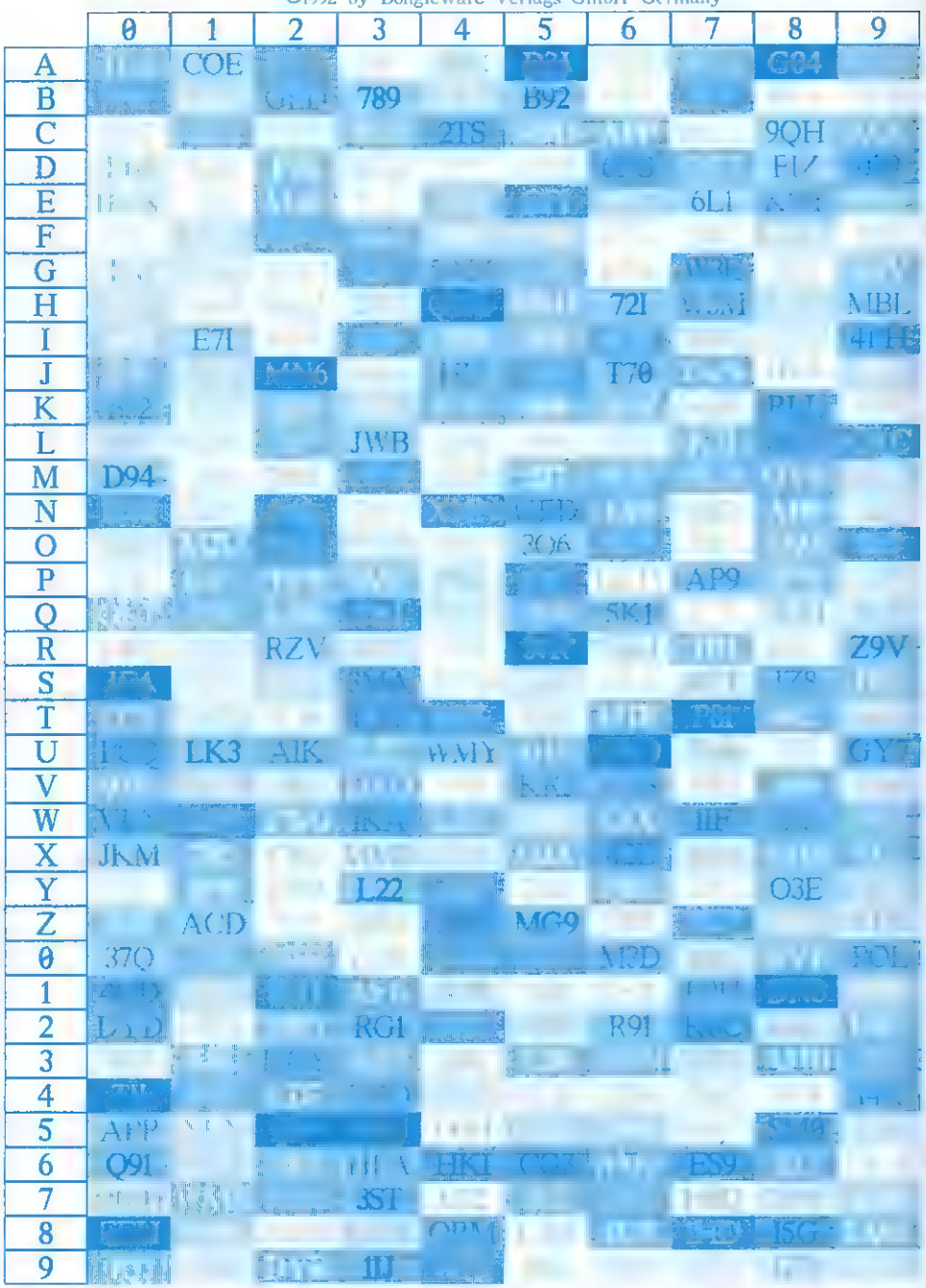

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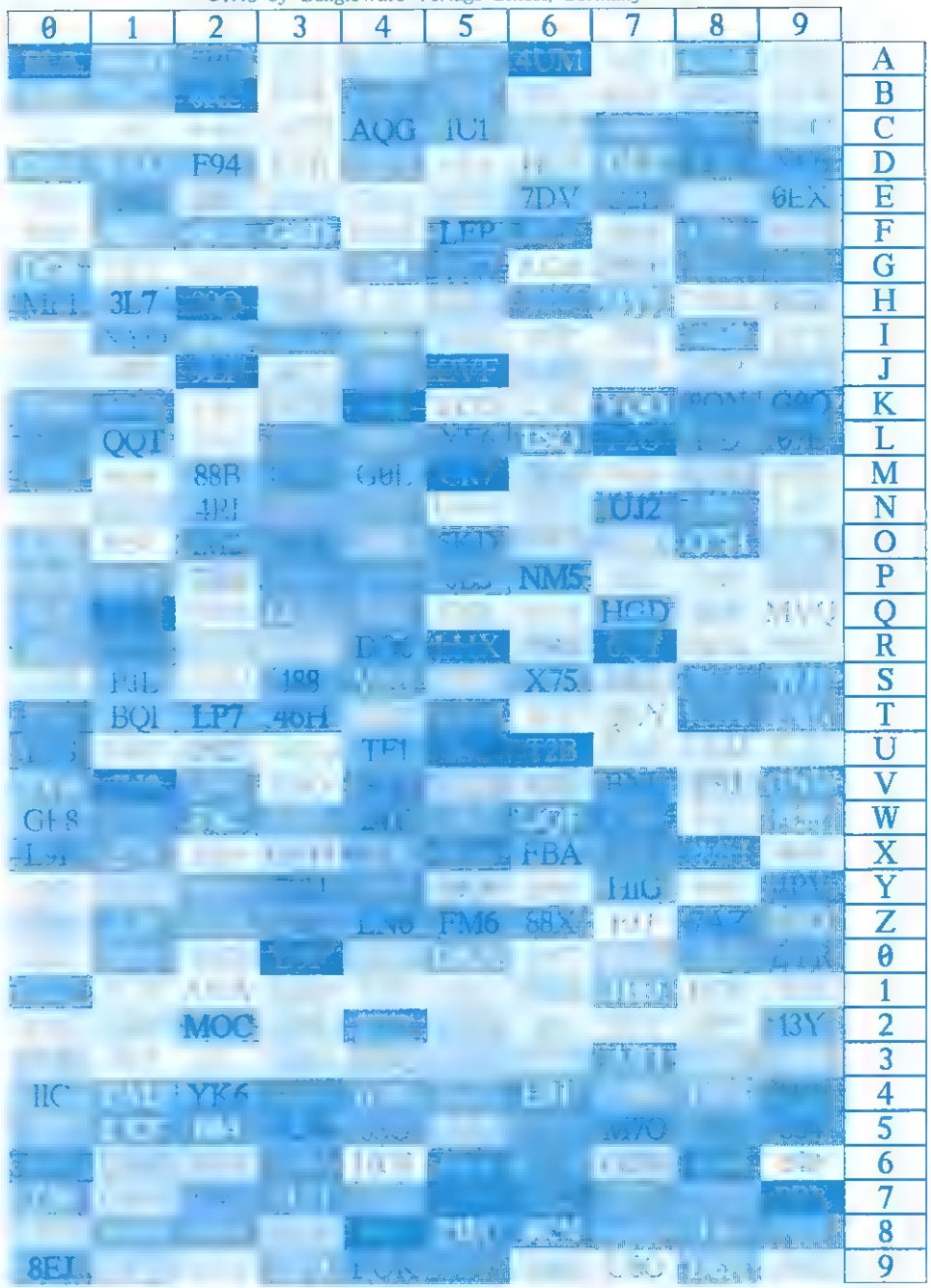

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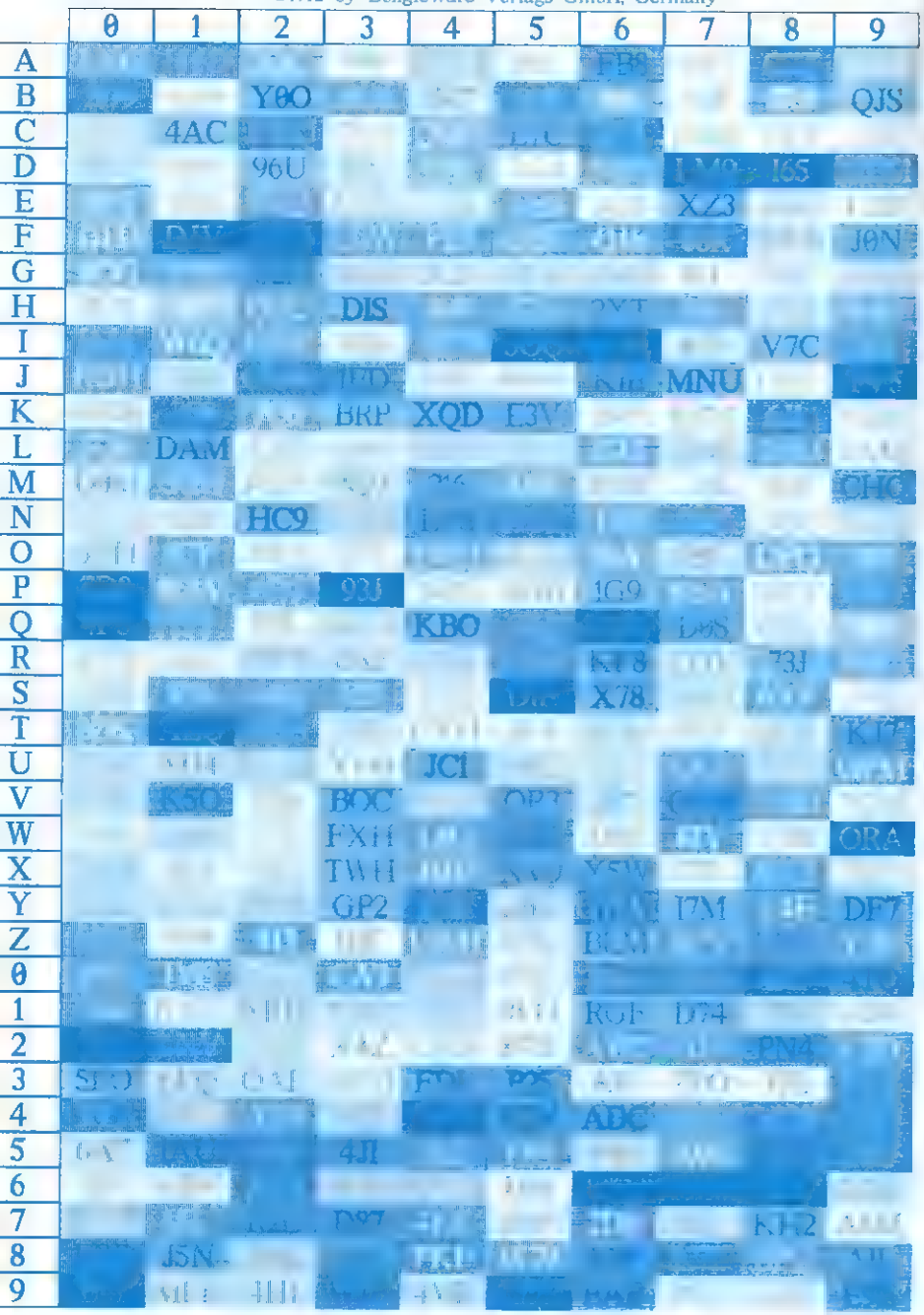

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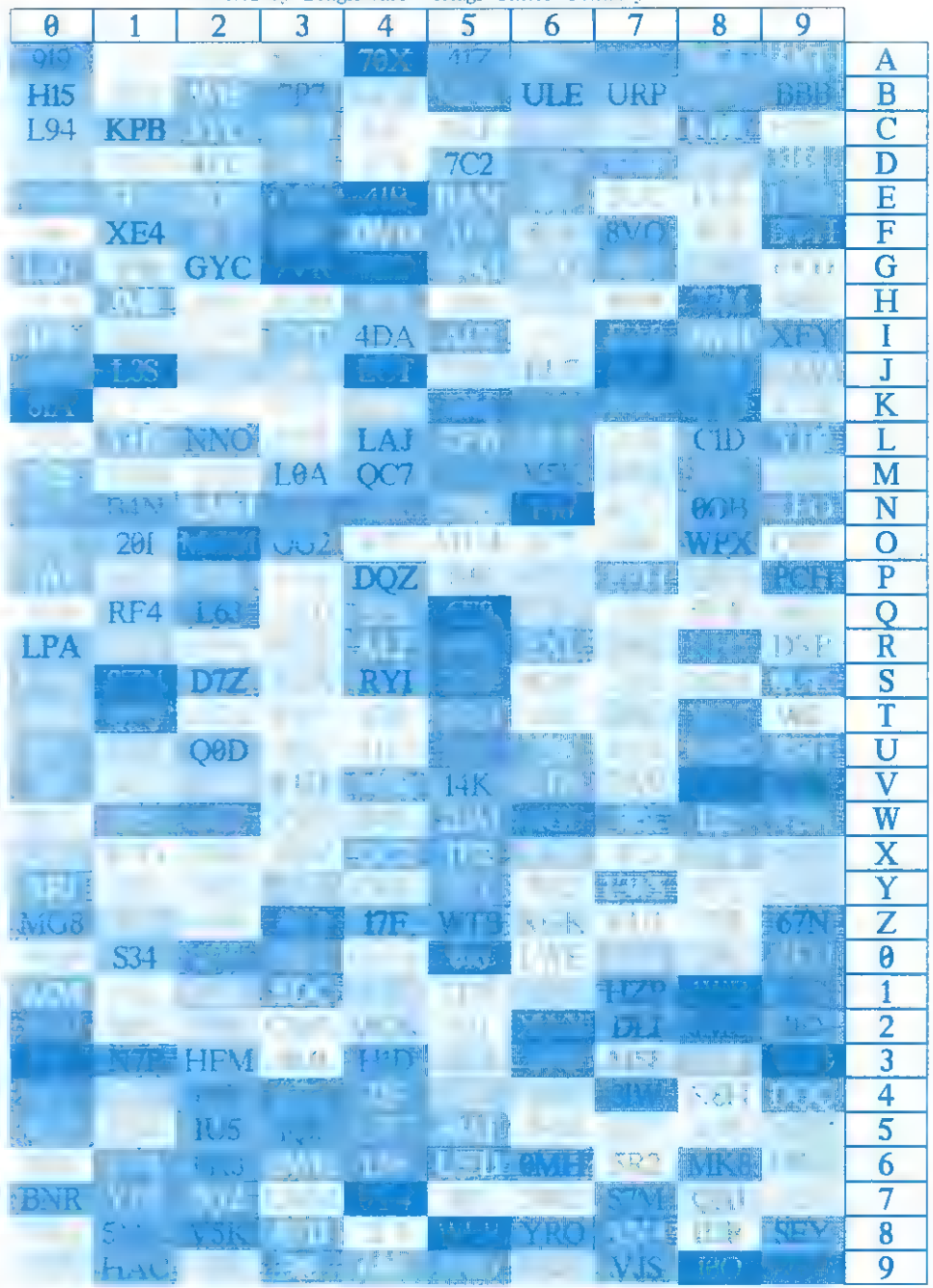

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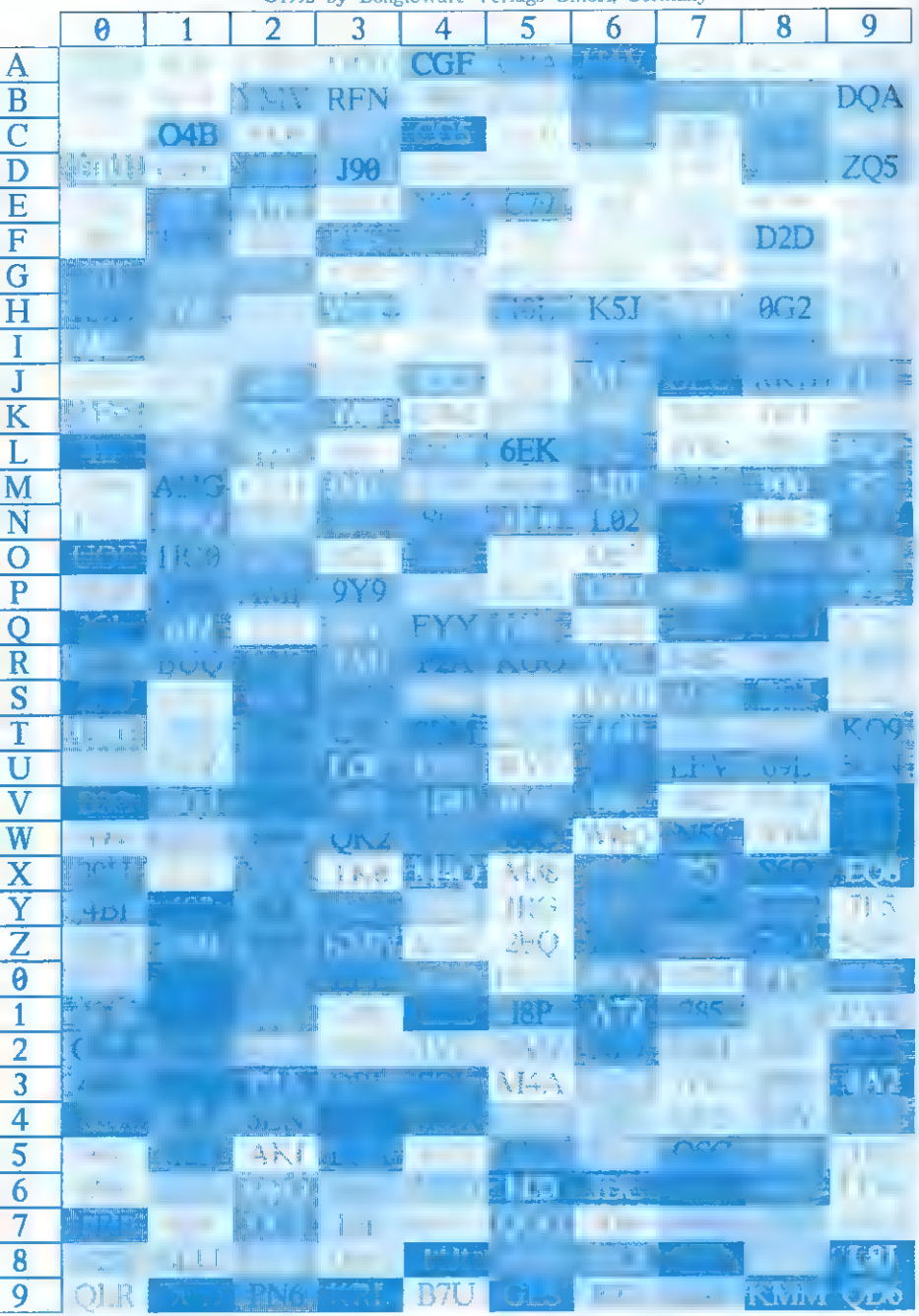

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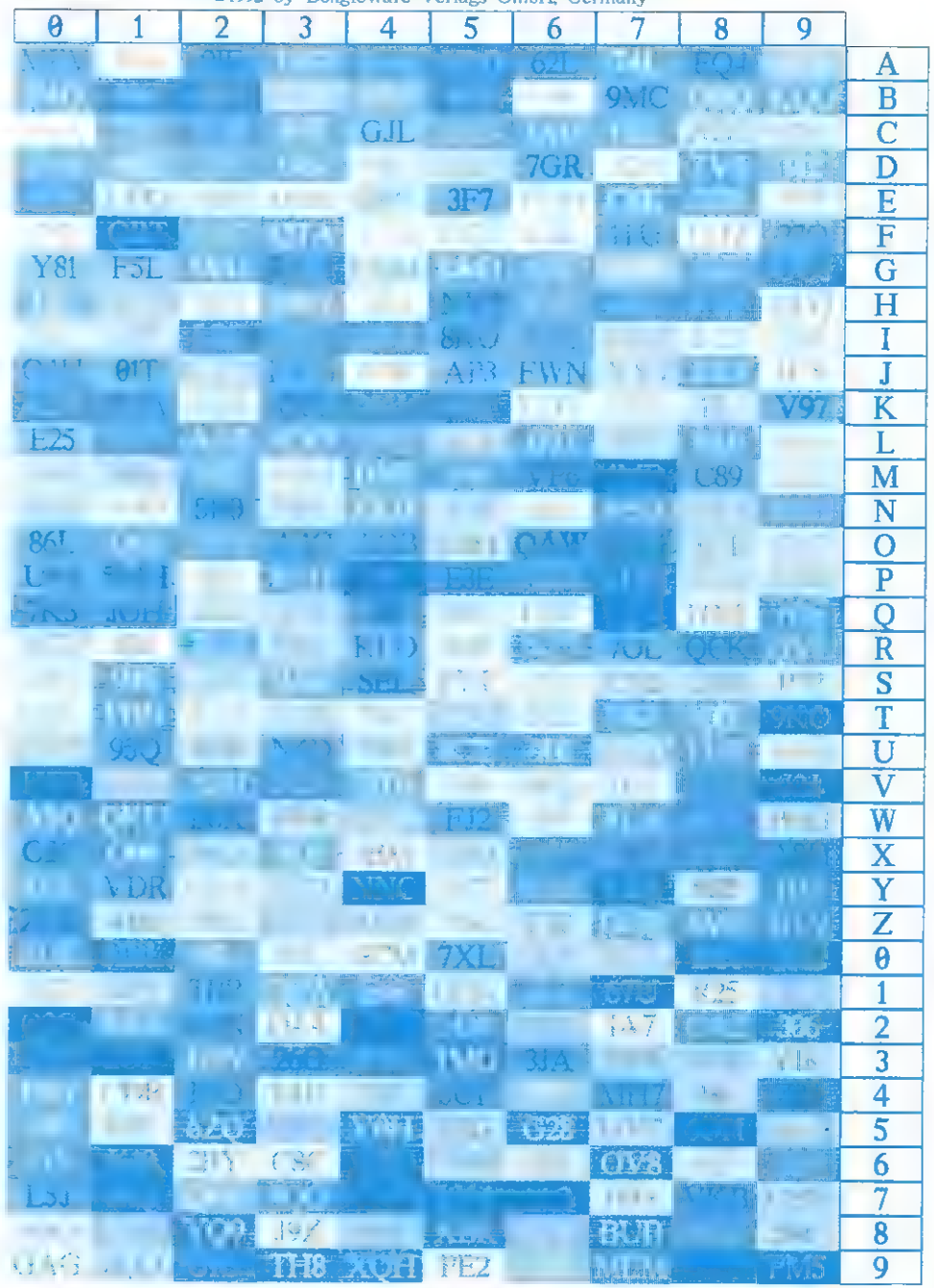

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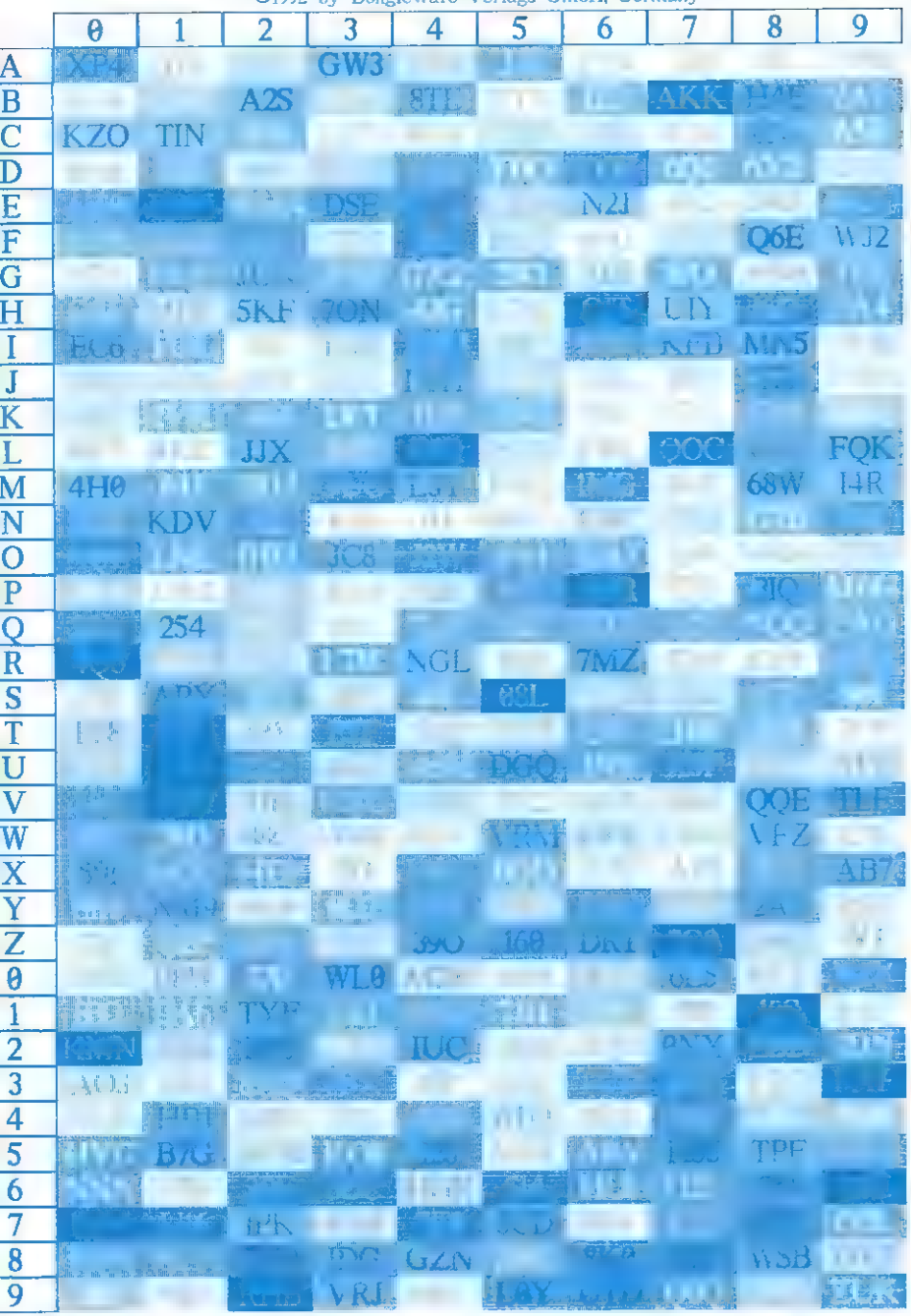

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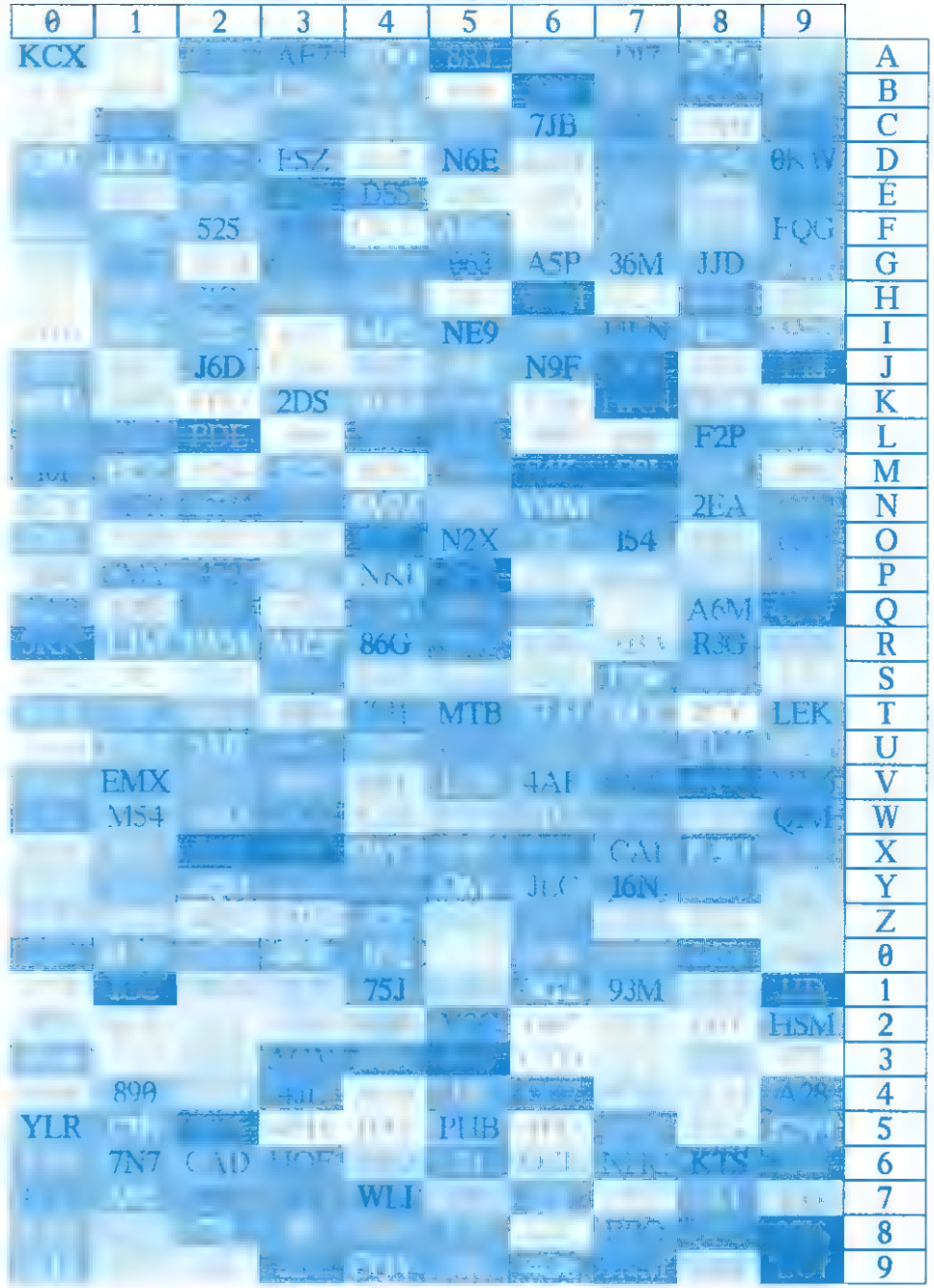

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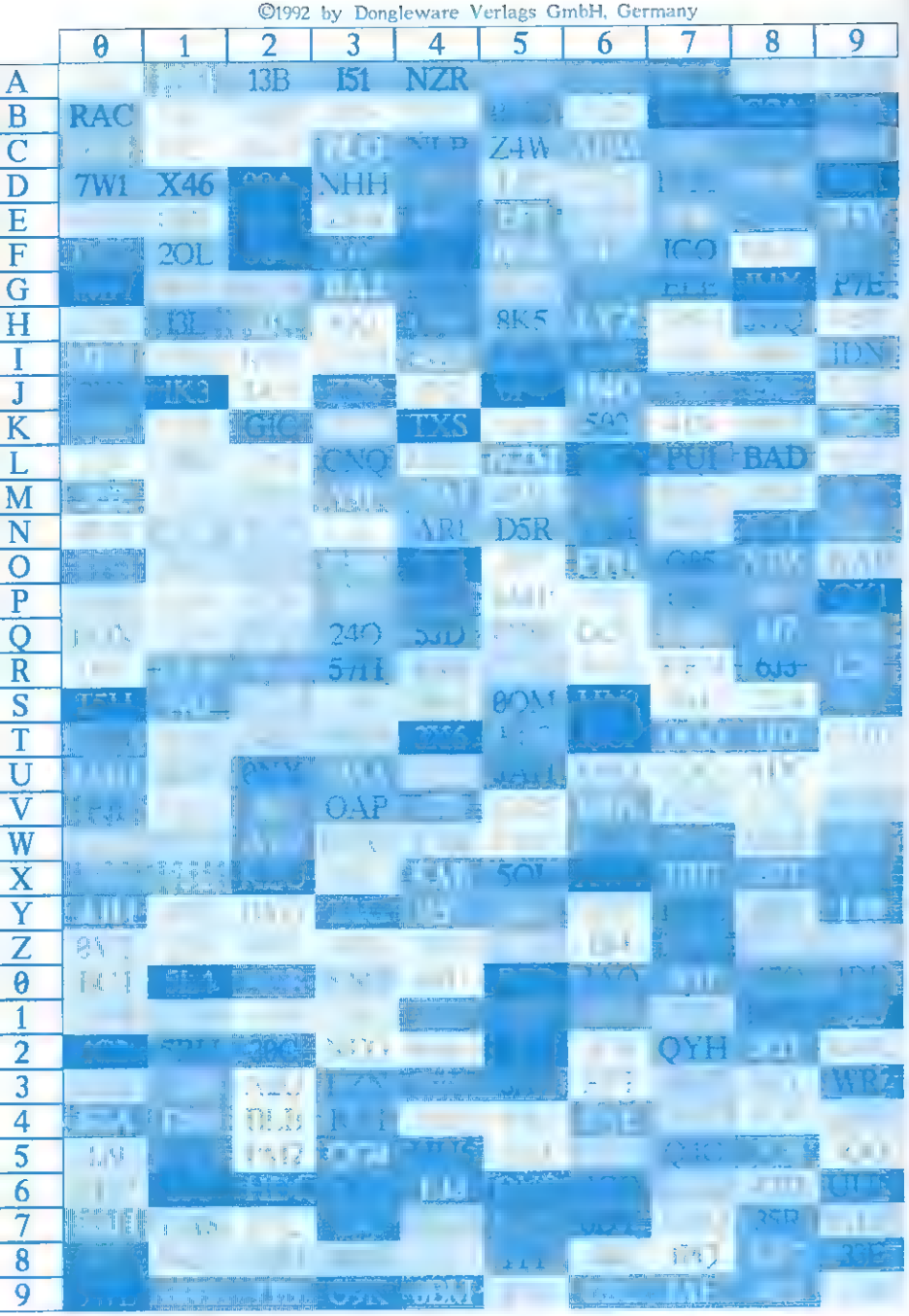

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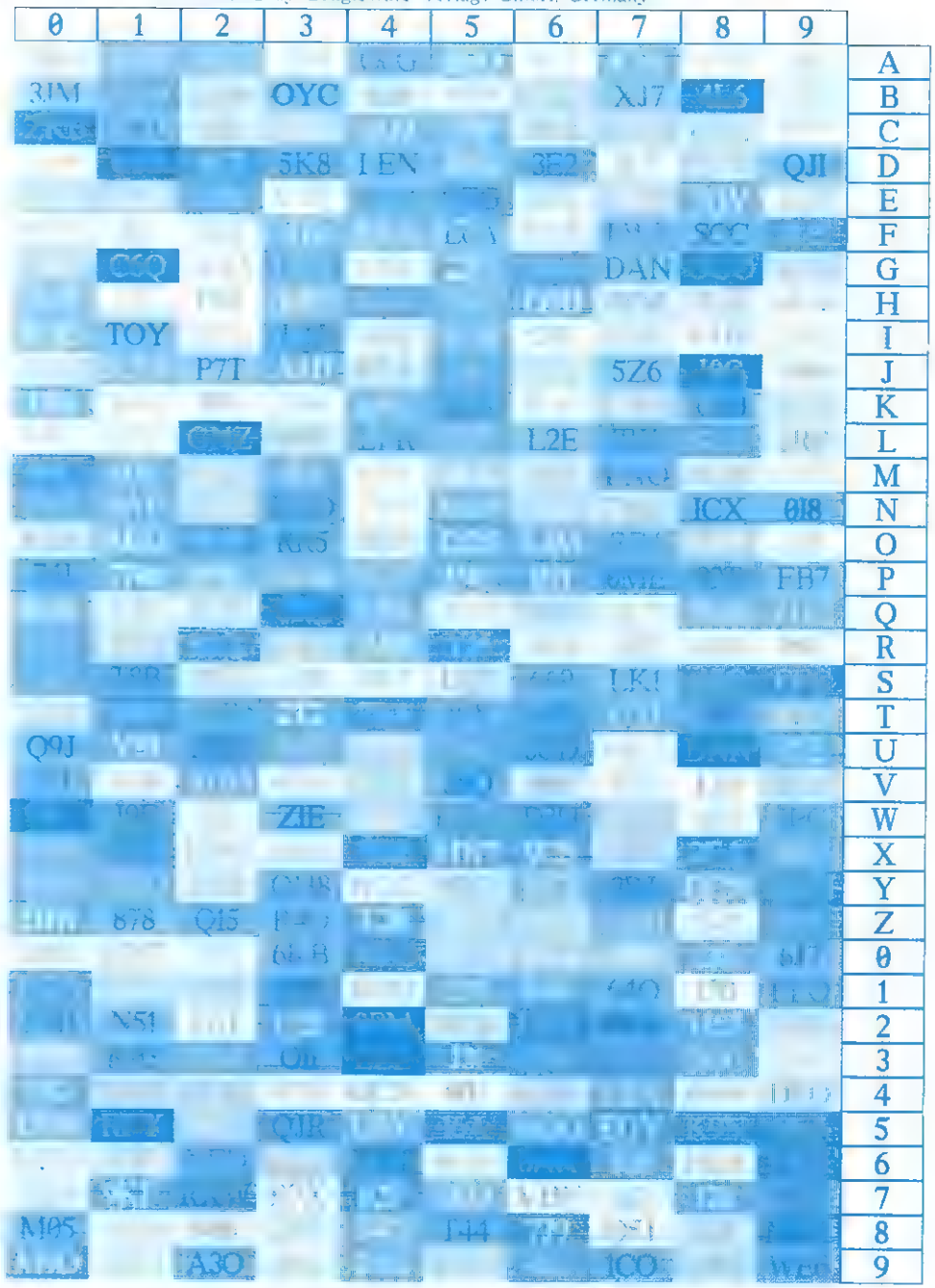

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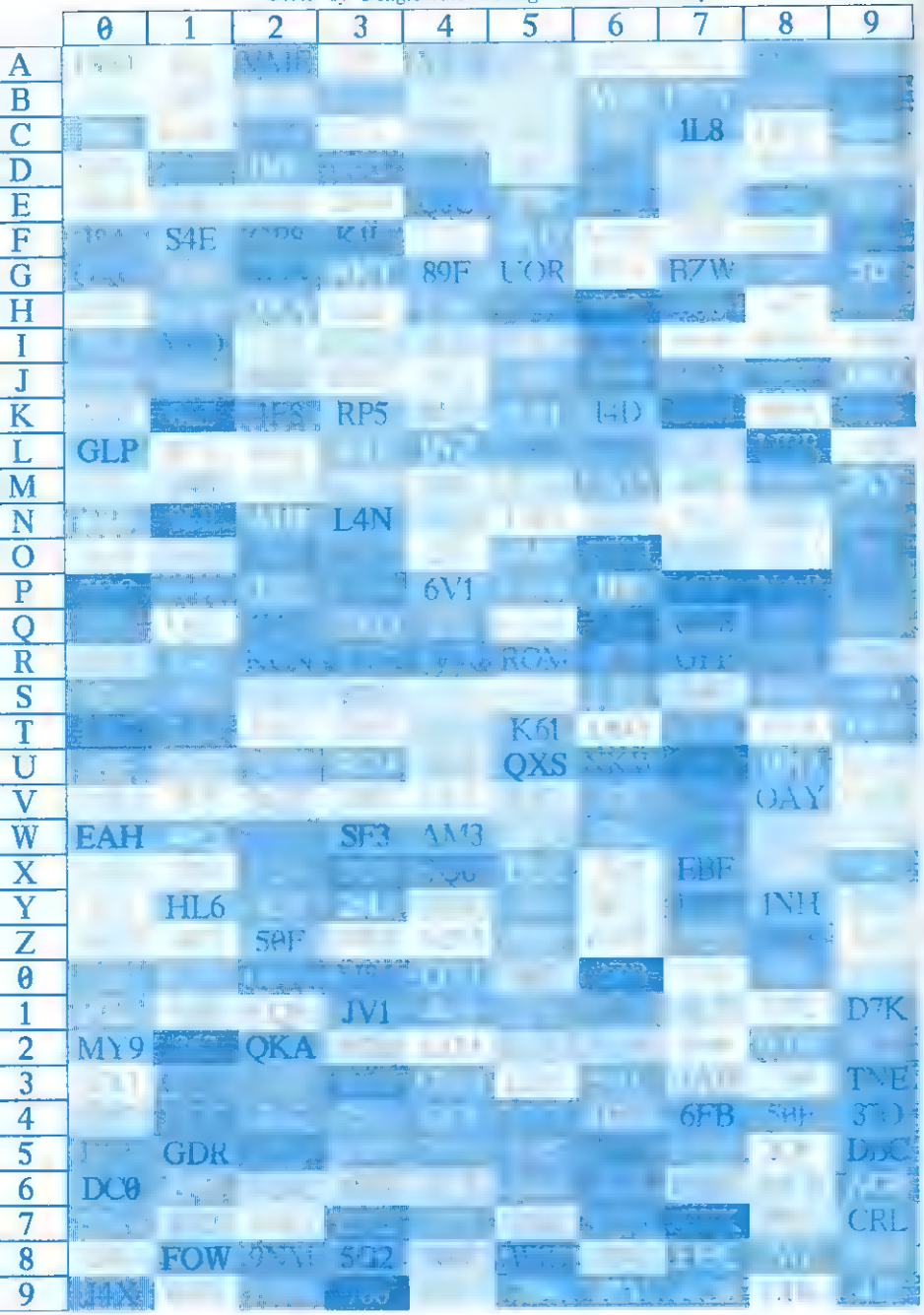

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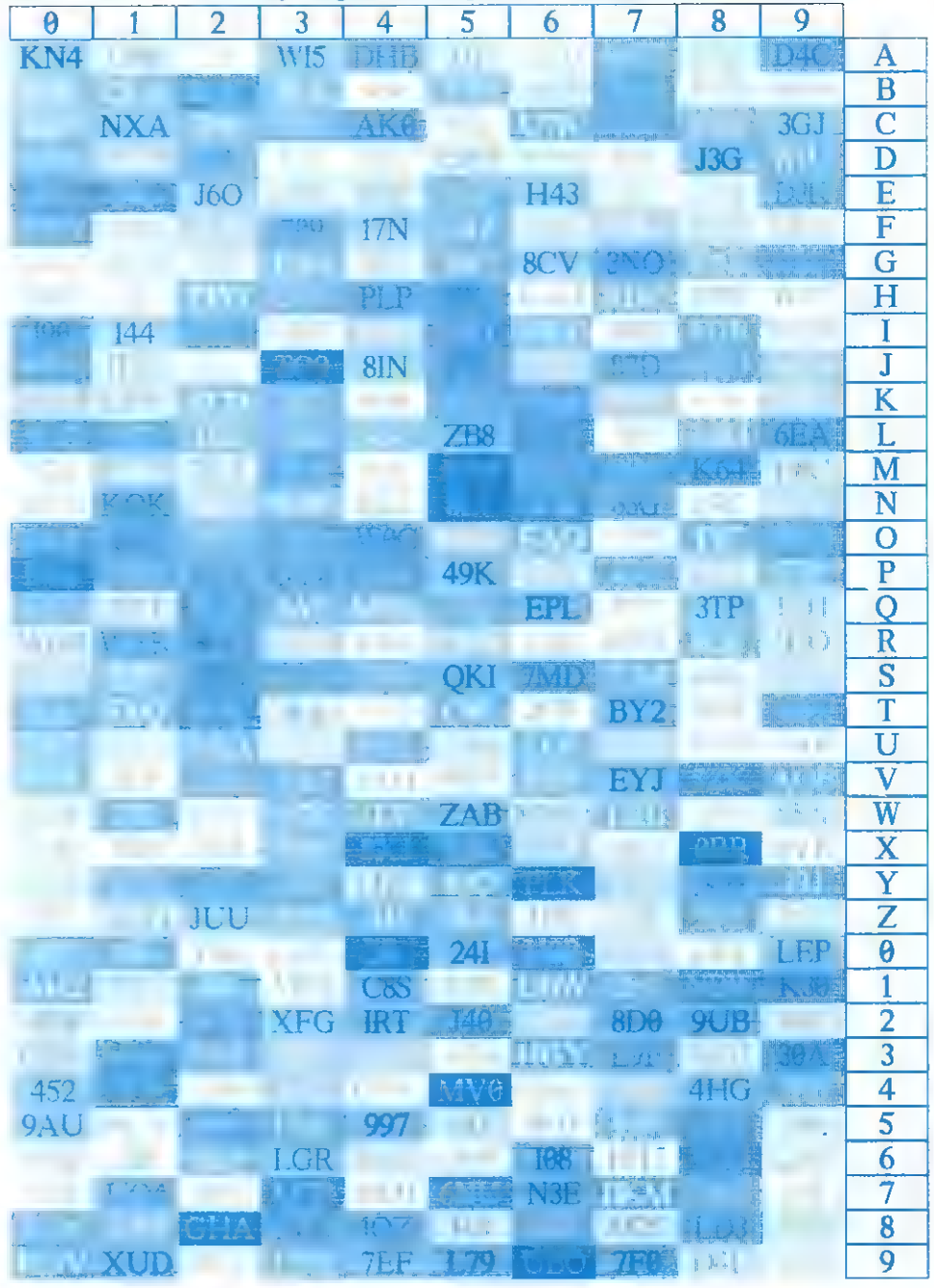

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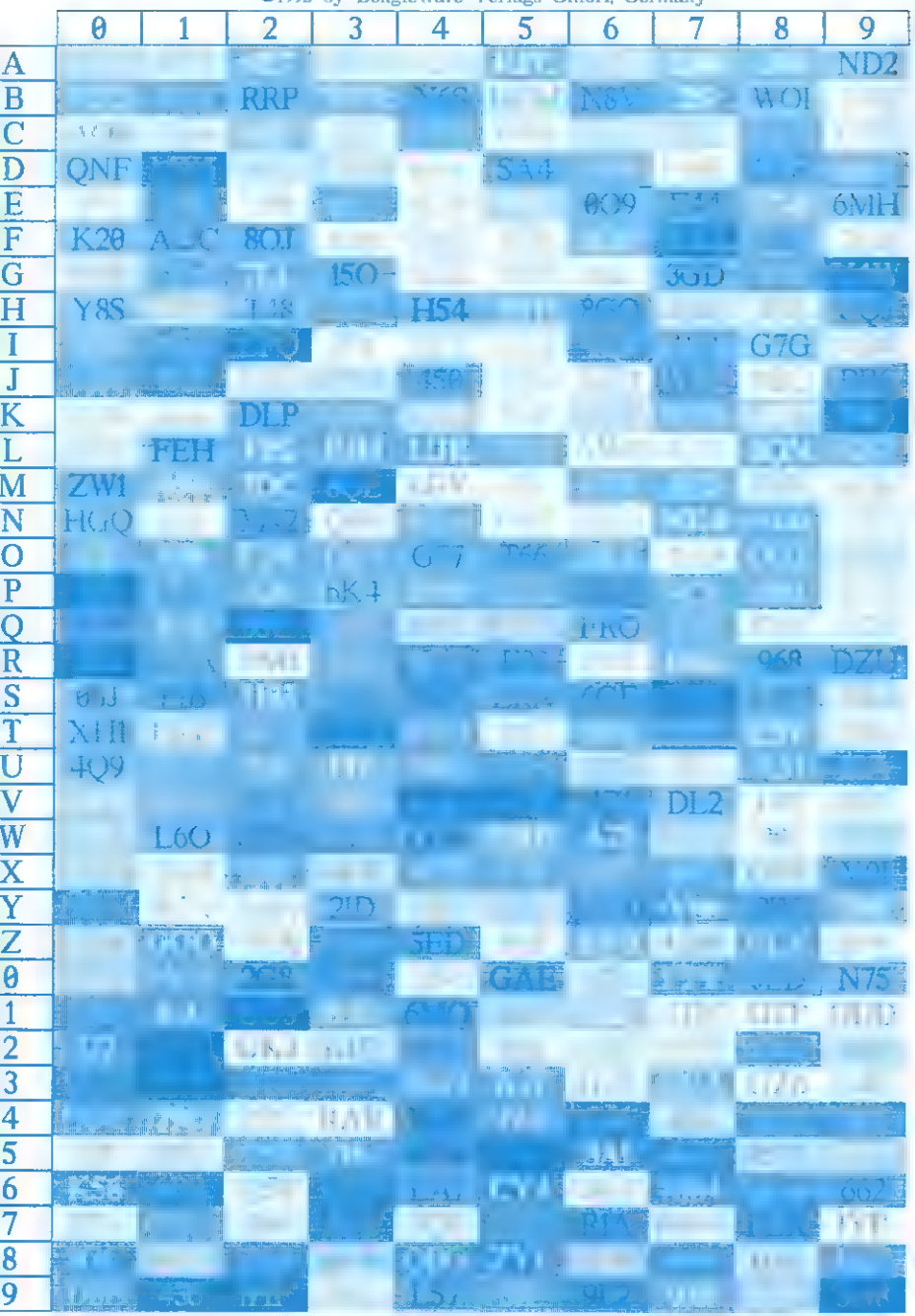

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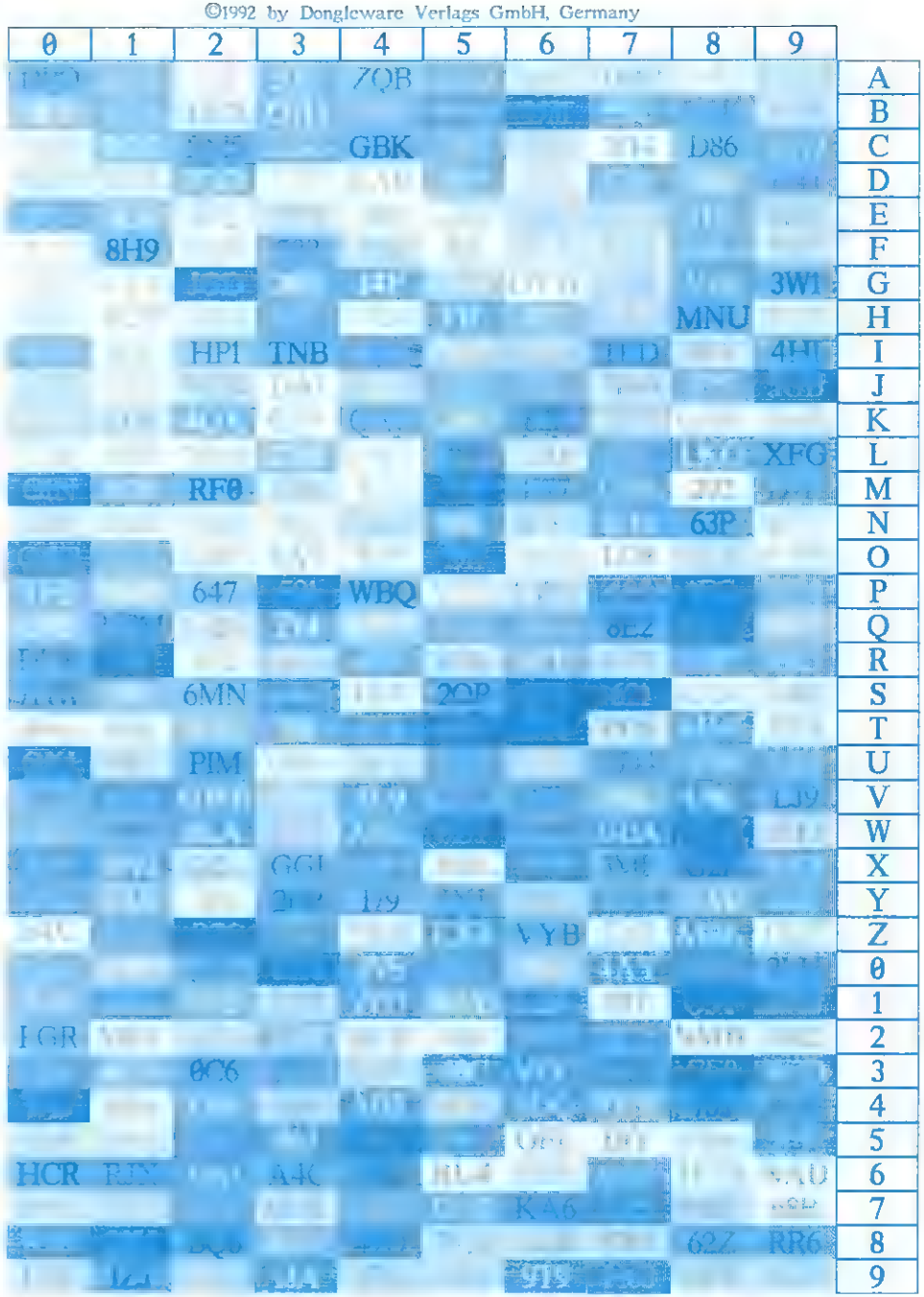

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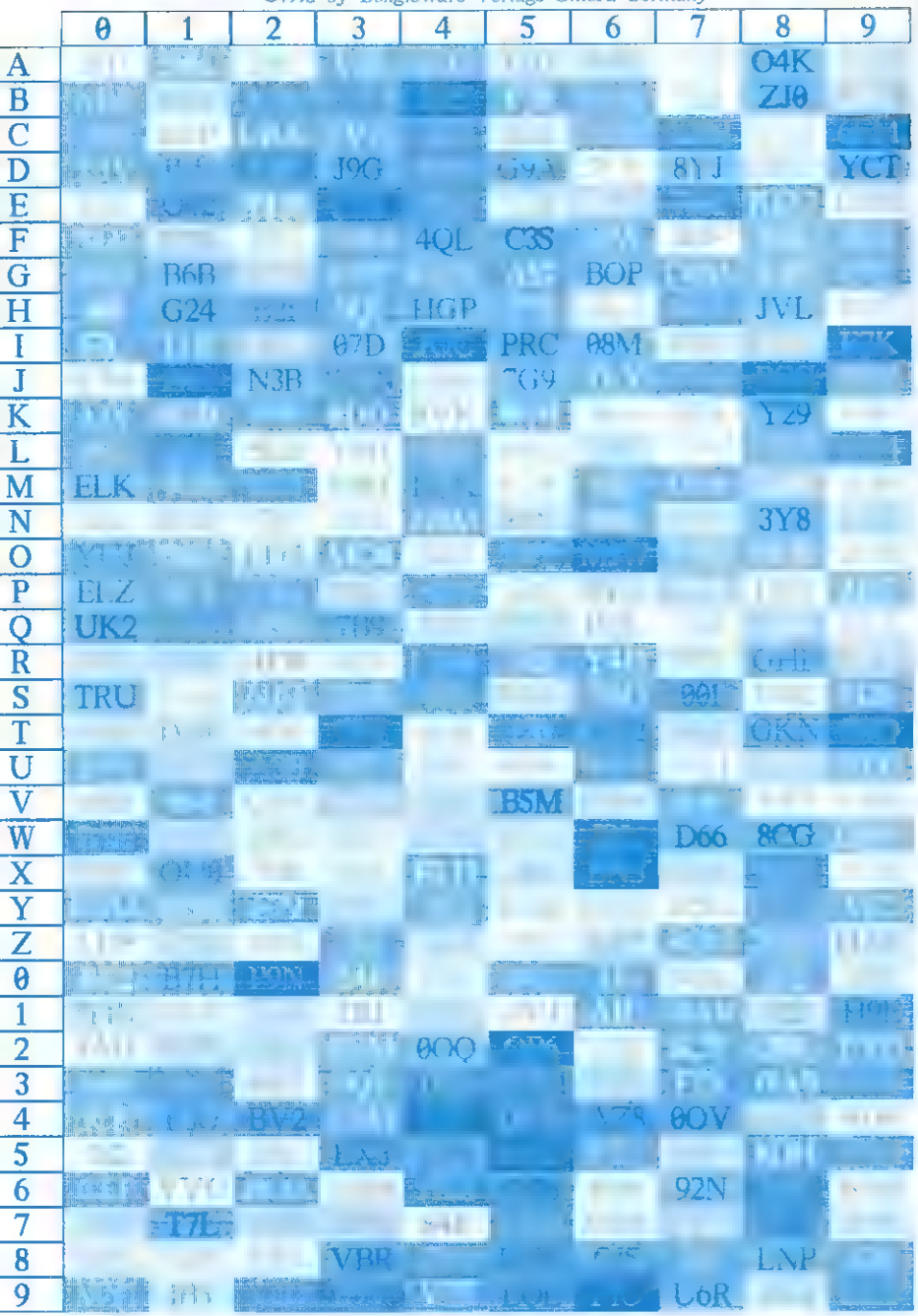

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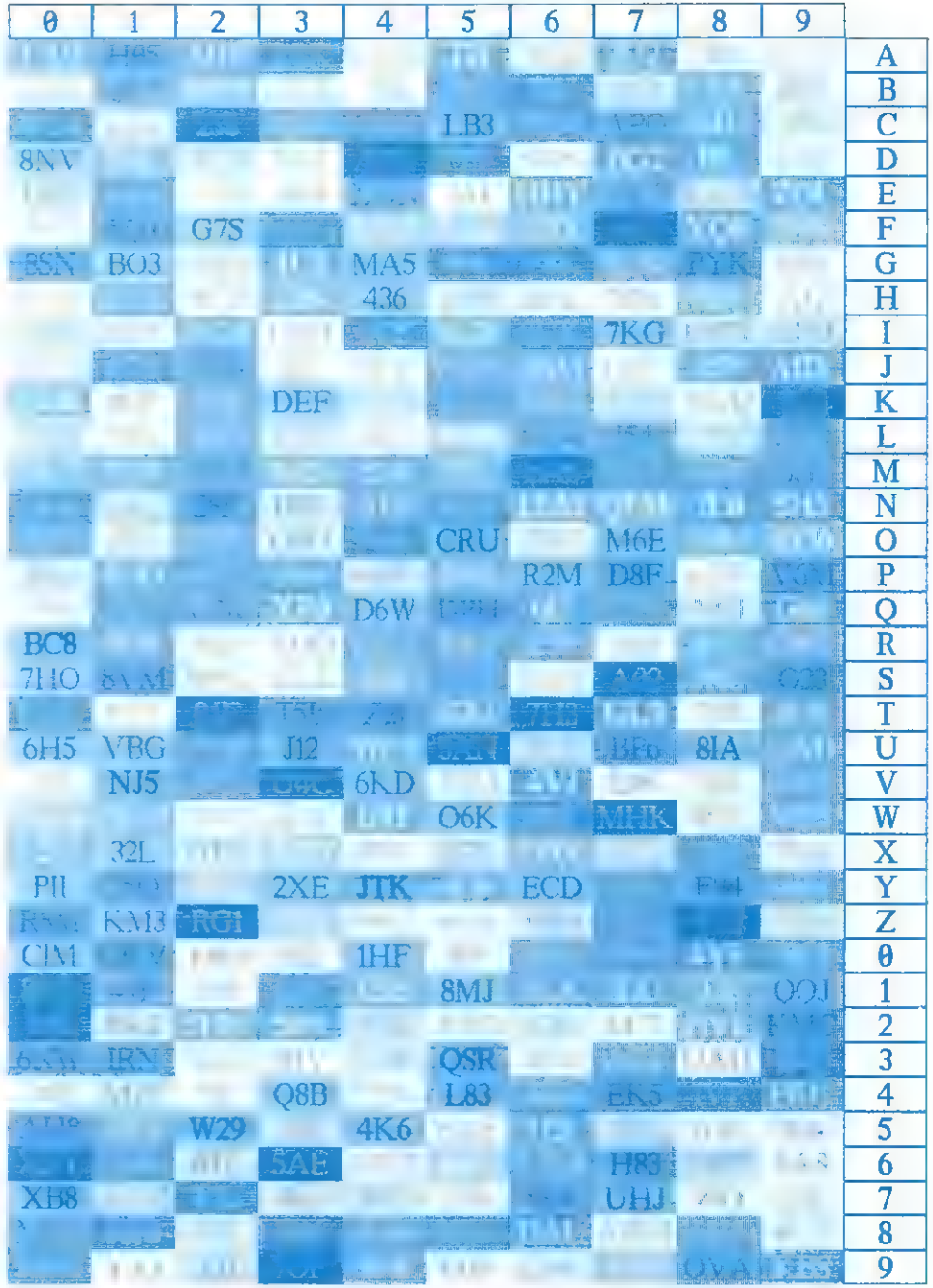

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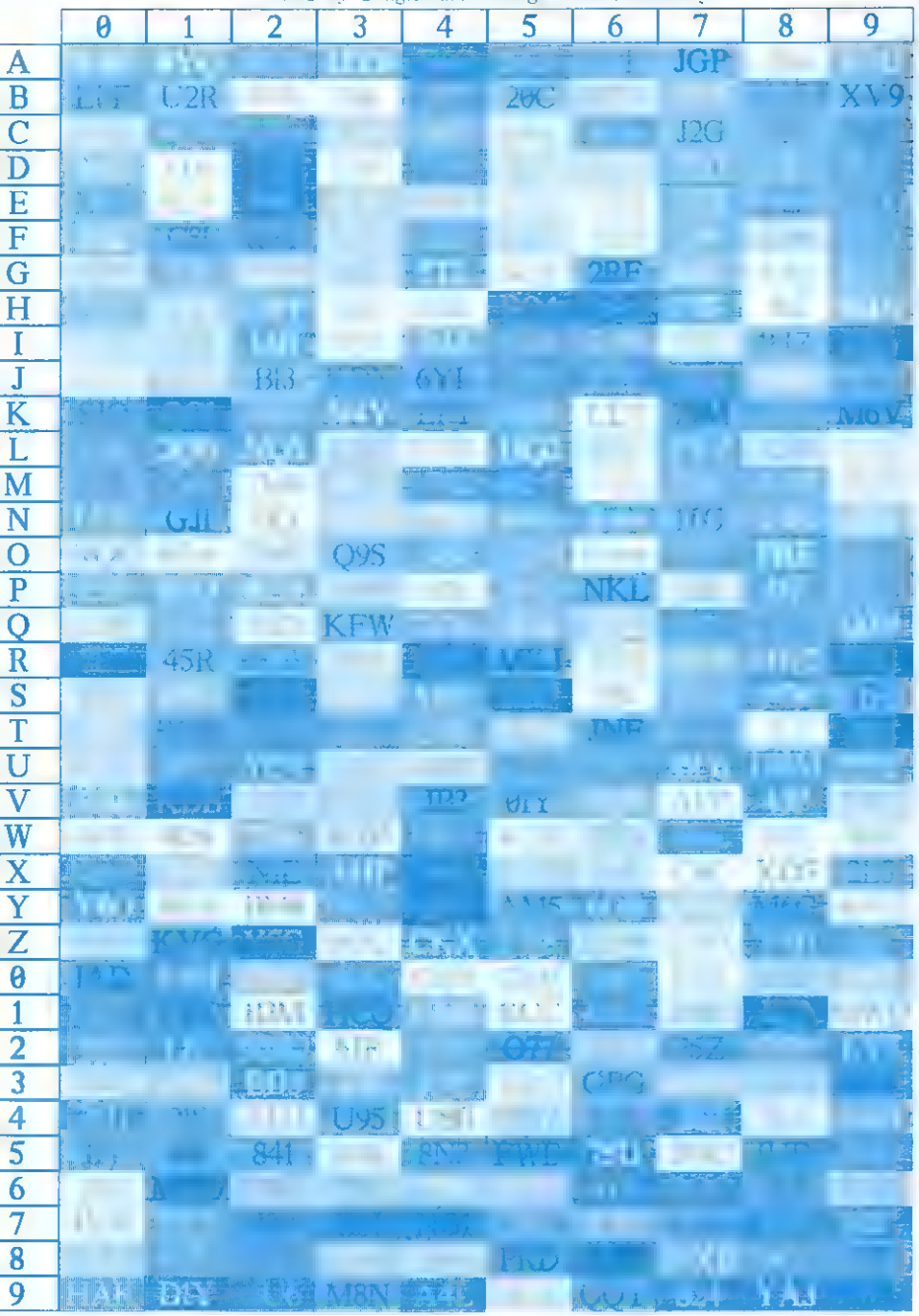

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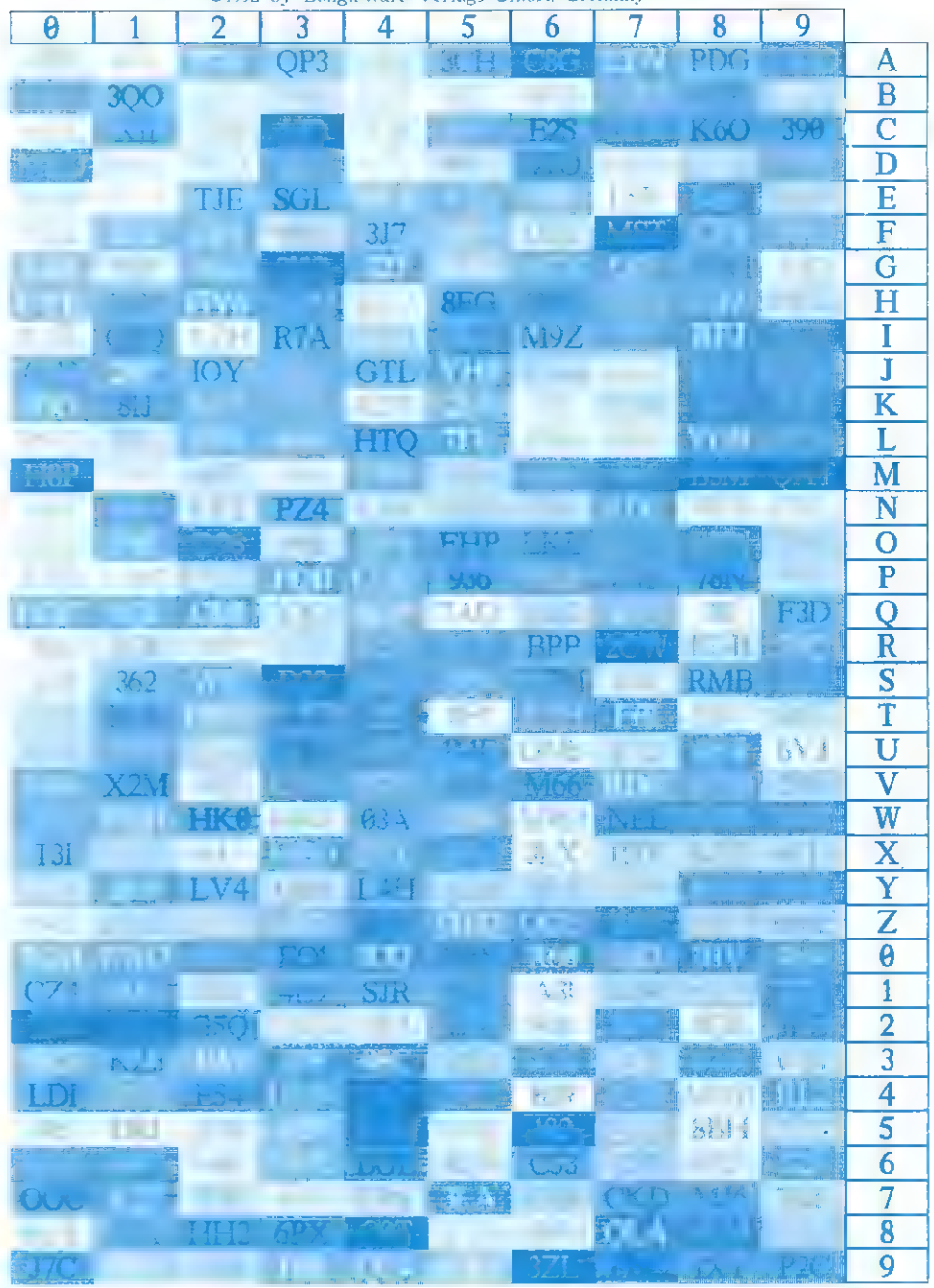

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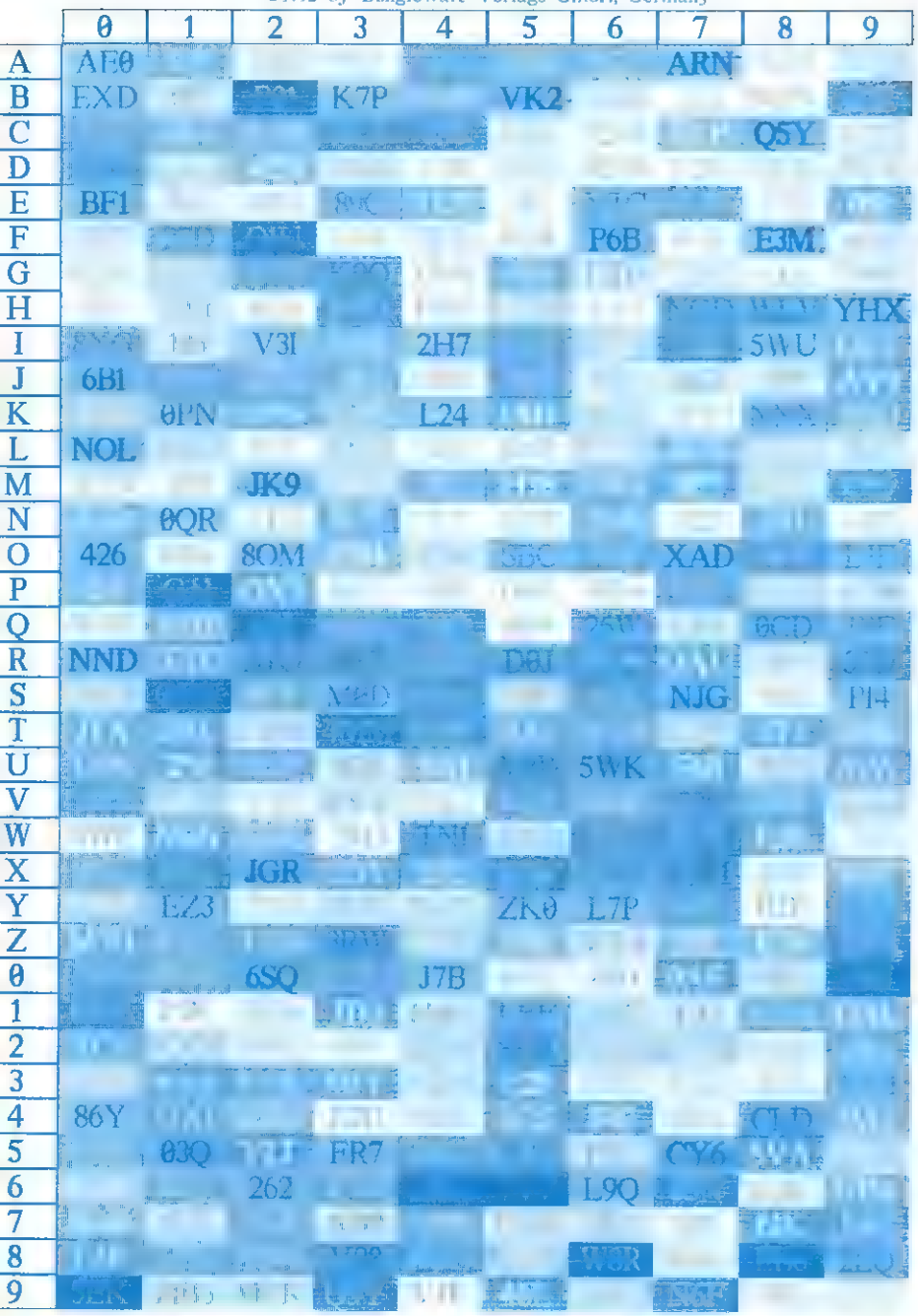

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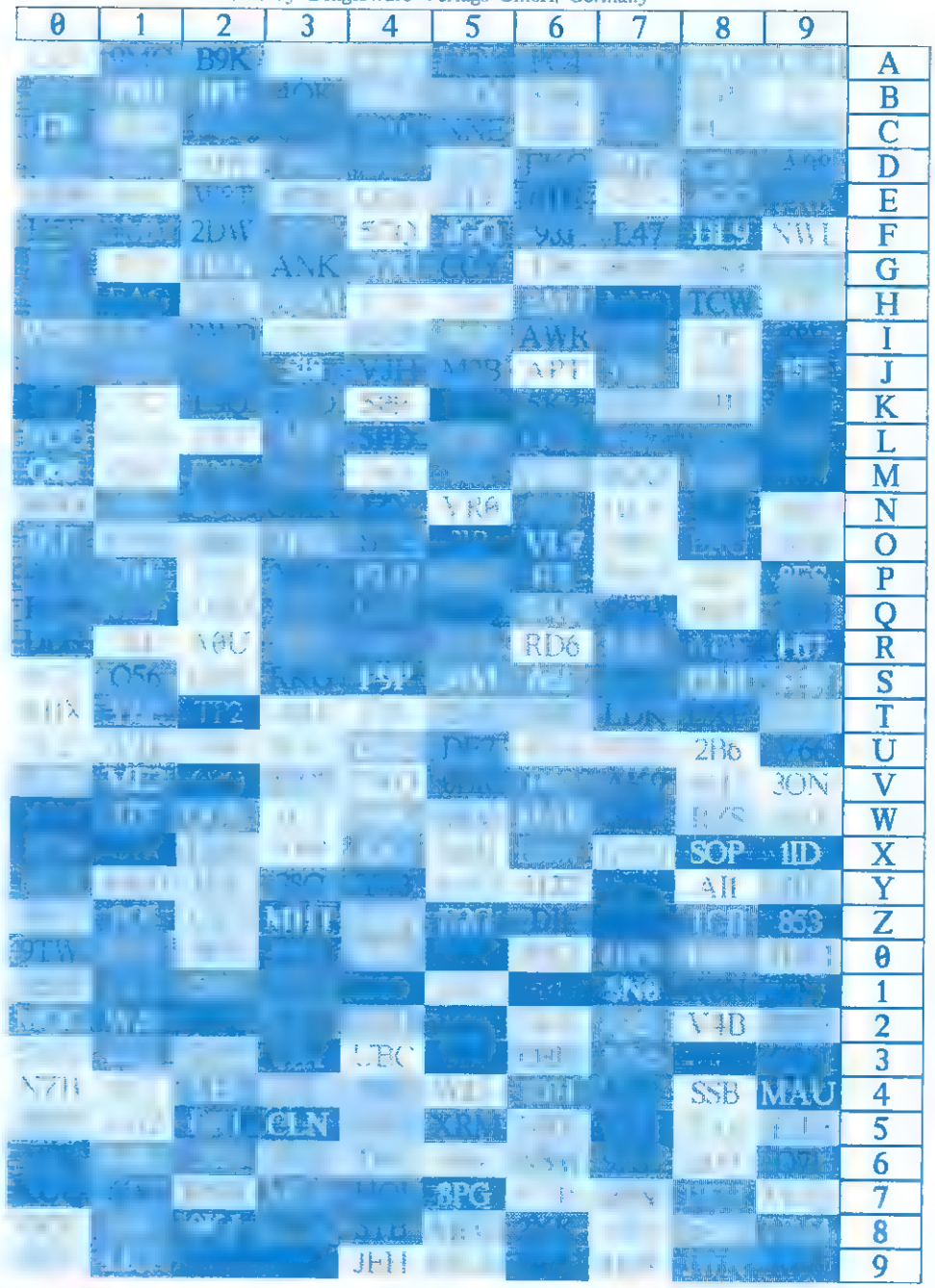

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	0	1	2	3	4	5	6	7	8	9
A	6AZ	T8B	ORI	WHZ	B9A	LR2	G2Y	DOX	PIB	GGE
B	DRE	H14	PJ9	RIB	23A	VIE	K4C	XPE	66G	RJO
C	EUE	RR1	ONL	1R9	GRH	75R	3QK	2BV	9UM	B9F
D	QMA	RX1	PII	I3N	A9Q	MOR	5LY	1FR	3ID	Z4K
E	P9A	4EH	3LJ	NRA	U9S	9GE	Z6H	JIE	F4G	L27
F	DH3	0T6	FRH	DVN	ABH	CGR	OCZ	I3C	8AN	341
G	S7S	P2T	J9M	F8E	8EO	JJD	766	QL7	MBE	1JF
H	TWZ	5AV	HOQ	IIN	91Q	11D	5QJ	8NL	L6F	7Y4
I	MCL	ZEZ	YK3	A7C	IC4	ENQ	LEU	ZPO	PAY	JAE
J	0D8	C09	J8K	9M2	43B	3JQ	SOA	67O	CK7	ZWZ
K	VTG	L9H	RNE	78W	UEN	HC2	GAC	GFI	KP0	JUY
L	OBU	Z8C	K67	PNC	MPU	8WP	6E0	B9L	V0O	4MF
M	FJB	PWG	U1N	AU4	DF8	A5J	QJK	VOH	G9I	H95
N	J45	MMP	551	0II	V6M	2EF	IVU	B32	APV	W35
O	CVN	AAN	8NB	BTI	QLM	NYP	UL5	23X	AJ4	OQ5
P	F66	SDM	3F2	BIU	XB9	DT7	FB8	ZDR	NAE	0B5
Q	4MI	DX9	JIK	O5O	S3D	59A	FMH	7SF	7BU	ML6
R	C4O	ICP	8VJ	OR4	CVA	0IR	BRI	S4S	21Q	9QY
S	PLN	V41	NAO	CCT	5BE	KHM	JFH	L4T	HLT	76G
T	0O1	B4R	2P1	BW7	QK8	4R8	NGF	QGC	O9N	I0L
U	JQ7	ROZ	L6B	Q52	IGD	CLH	N02	YT5	BT6	8J2
V	CJO	ENB	43Q	YPO	072	G9E	E4Q	PP3	U3W	1JH
W	O6P	I9P	5GQ	DMH	HOD	836	7N3	X75	3F7	IFC
X	NRF	ET9	3K8	Z23	HMI	Y11	NCW	7Q0	97P	G8P
Y	HBQ	E87	R48	H9I	4PZ	GRC	GMH	4EX	69K	6OI
Z	VIA	KX7	HNL	UJR	BQD	BMF	6LI	R36	7OF	JE4
0	4IK	LL6	I8I	W8B	I7I	147	PGC	614	NME	GXX
1	RKE	AZL	RCL	I7Q	3XF	NCN	DLT	ZEA	SHG	9G5
2	LG2	43E	J4F	0CI	NDI	E44	ZY2	2HI	EMC	MWE
3	5CV	OA5	VAP	6LH	DKN	2BE	QAA	O4G	6TA	CB6
4	4QP	ONQ	JRE	Q1D	6AP	BA0	9P8	EIK	Z93	FK7
5	BVY	U0H	MAB	PGM	N21	8LM	1BN	5E8	Q0H	VUY
6	1ZD	CSV	K2M	7KD	0ND	CCH	UC9	GA0	UQK	J9D
7	6XA	0J0	5NL	ELU	QH7	HPA	AC8	KJB	B7H	VTF
8	FJ3	FA0	H30	HKS	4M6	B0L	H8Y	9Q2	Z9O	19D
9	EPD	LM4	3FK	9CN	QZK	623	L3G	59L	KS5	1WI

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	0	1	2	3	4	5	6	7	8	9
A	BPR	DLN	3HE	ANR	5RY	J7Z	L0D	A5O	BD9	045	A
B	MB8	09W	W6P	CD3	37Q	MSN	8JC	040	JI1	QDY	B
C	9ES	AK0	Q5U	D0K	3DL	OBV	B7S	DTB	C0M	JJ1	C
D	GT2	JPL	DL5	0UD	BC7	H4Q	7HF	5K6	CZD	LON	D
E	EX9	KDA	FLC	F8F	R4P	I0S	OBS	FK8	QPD	3IS	E
F	6LI	KKB	YNK	C9B	U8I	4HO	BOI	VIE	V87	KU9	F
G	3J9	4GM	8F5	4ZR	2RT	4PL	L12	3S5	5MK	8B6	G
H	CNH	CEX	2J9	6HM	RRR	NNH	C0J	T29	1VC	9WE	H
I	OHJ	EGE	6FR	E8F	O8K	58J	H8P	4MA	2GJ	GX7	I
J	O6T	EP1	11Q	413	W8M	MUL	MAD	JY5	3QM	SXW	J
K	P7Y	R5H	KAJ	X9R	E9C	7NR	11P	0LL	9T5	KP6	K
L	ZRQ	Y0A	9IB	TOQ	9DN	JYU	4B3	RGY	CII	F19	L
M	NDA	5PB	M7M	NRA	PT1	L7W	SRT	983	UGB	YEU	M
N	53F	169	NHF	P5E	CTG	VZ9	TG7	24N	N7B	OZE	N
O	GMU	55L	7RB	KD2	S26	NES	N1C	ICG	4H	O04	O
P	N5M	3PH	A43	NII	MMN	PK9	E9D	GWI	K6P	OEH	P
Q	IB7	KBR	8Q3	D95	FMK	73R	KPC	28G	9IR	4HC	Q
R	A1R	B34	ADQ	DO2	R6A	JC1	41Q	14Z	O84	E8E	R
S	33Q	FKM	IFT	QJD	GL6	FXP	QSQ	ILL	IPK	3HH	S
T	SV5	7DG	3P2	NAS	HAR	5E3	077	SEA	I9B	1XN	T
U	9KS	XZU	JMN	6GA	HUI	CK4	4JN	277	JMG	BQB	U
V	22Y	LSA	2Q3	WGT	4KR	2K3	KQB	456	IH5	RH6	V
W	IRF	ZMZ	B3J	EII	C38	O9F	RPH	O4B	6VC	HT3	W
X	AGG	R7F	N6M	BUB	DOT	8CP	7IO	BYK	DJR	DXP	X
Y	0Z4	A64	2F6	OFQ	67V	7RH	7NJ	1C7	1CR	IJJ	Y
Z	2DE	2HD	VHD	QML	KE6	F3Z	1QJ	GIY	3FA	F4N	Z
0	G72	E6O	74J	E1N	ANU	JQF	DI4	9J6	20K	R8K	0
1	6OR	QXQ	KUI	BMU	K81	LOM	VKR	OLS	23P	AWB	1
2	Q4T	UC4	XJT	K61	WMA	HZE	SPF	2BQ	5GW	7FO	2
3	ING	NG9	KCE	KTZ	G6P	RR5	5AU	E50	BIP	5AN	3
4	518	I9X	2L1	NC4	FYY	565	I5G	DMT	DXI	2Z5	4
5	4U4	L2H	HID	3HP	XOW	RVP	GSN	RMK	ZG2	LZL	5
6	7NB	XV7	4RK	45F	COD	AB8	III	B6A	LLD	IOX	6
7	I8P	XIK	XPP	G8K	HGO		U4N	70O	A6A	DU2	7
8	LE4	86N	13L	EAN	PDO	GIE	IPF	I76	3KC	92S	8
9	9RM	OKD	C26	53Y	IWI	0JB	1G4	5DC	I7I	IPC	9

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	0	1	2	3	4	5	6	7	8	9
A	DS3	001	M62	QZW	P50	FSE	0VO	LQV	QGF	PP3
B	2LO	UF3	XTU	BCR	MJK	KRN	FGU	YGF	38I	HXA
C	O9A	O2N	2JK	1HF	7DW	HKM	GCP	0RD	N1B	MUL
D	JMO	G4A	L5P	6QL	XTR	195	MGL	GY0	LE5	NC2
E	QWB	MFK	6C6	U2I	I7R	7IP	NNH	64M	QCZ	JLR
F	0NL	TND	QIJ	D8J	IR9	R27	49F	7JY	41C	R05
G	MEV	A5J	4JD	RNW	R3X	RKJ	DYQ	7HG	5T9	GN8
H	AWQ	LOF	KEJ	F7Z	34C	XWO	OK2	DNJ	70N	8WG
I	M1R	3VF	46C	D26	7SJ	T8N	IFK	N0O	67R	YKU
J	W1O	FEJ	5HD	M8U	ZQ2	AEF	F2C	W27	UN3	J7D
K	BZR	J7I	6B8	VOR	M0A	DPB	23R	E6H	ORQ	OR5
L	RDF	C8G	L4R	48C	CN7	ENK	P1R	DDG	R4C	GFJ
M	13O	AJY	IPZ	RX9	WFD	QLB	8DU	QHC	OXG	JUF
N	1F6	A16	55G	ONP	ONE	E7S	FPX	44D	9AJ	BPD
O	K0I	GKB	827	PET	CJZ	0M8	AIG	CPH	CLY	0SY
P	XTH	HBN	KS6	65F	TQF	034	5PI	M8I	Q6J	GR0
Q	T4E	34X	Q5J	EET	36N	4PP	3I5	4AM	QGA	B2O
R	9QH	F8F	ZID	8N6	3S7	L0O	7OD	L3J	BUP	2IF
S	5BJ	8AQ	QHO	K3Z	3DH	7L4	D1M	DAD	Y8Z	J6P
T	H86	0BA	DOY	EIQ	BMP	XCN	6QD	YAB	8DF	50P
U	642	G60	CQF	15L	ZPL	KWC	8DF	PMC	9XB	BE6
V	B96	D5Z	BCP	JBO	9RH	T1G	DG4	2EH	1DW	X4U
W	O4C	4FR	GVV	RUE	83Q	8ZE	793	NH4	NKW	0I9
X	L35	8X3	G13	821	Q2H	1B1	6HP	Q8R	159	FC9
Y	O9M	06P	NXL	IM2	DP3	PRN	0I4	GCC	3IH	NKJ
Z	MPR	60X	80J	SRL	FFE	HAR	O0Y	FHN	8C1	CQD
0	EDC	EX8	IPO	RIP	RLJ	IGM	EOI	NWM	H1F	JPD
1	QNL	PZO	H79	5WG	Y0R	OH1	53V	6IE	I82	45K
2	WM7	K79	DGP	AE7	C35	QKP	5LJ	NNV	AB8	KND
3	NCL	0OF	DIS	3IO	127	4X6	848	F96	EZ9	861
4	IEI	QR6	O7S	MBN	M1Y	DEJ	R8B	N21	QK8	7HJ
5	VE3	3DL	8CM	T8B	YB1	HEY	NVH	70S	3P2	NLP
6	0RL	GRJ	8M9	80J	02P	0MF	5LP	1A5	BKQ	LF4
7	OSB	3M4	4M7	NI2	M6P	DNR	RK2	TQK	AR8	07Q
8	LDQ	WXC	6B9	5HR	D61	1GD	H3D	LEG	271	K2U
9	K9Q	536	AJP	BOX	P3T	3DZ	JHA	M51	1A8	D28

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A	CQJ	9IN	0JD	3L7	H7B	J3B	5I9	Q65	YF8	Q8B
B	H8M	6MI	889	E2L	EZL	Z22	6SF	KJF	7PJ	5ZG
C	F5E	JO6	BSE	35M	43A	TYT	I6V	102	HWB	2MW
D	WJA	OLT	JJ0	ZCO	ZZJ	PU7	LZG	ARN	AH4	DXC
E	3VM	PGK	DPK	7KG	GCO	DBM	GL6	3OF	NKP	PA3
F	DJZ	KF8	TTG	M0J	7Q€	BF7	NJU	BDG	5Y4	AU6
G	XRN	28B	3D5	FOG	YL3	E3J	G26	0Q3	XN3	I5A
H	9A1	GR0	KWL	8O7	068	1RE	FL2	05D	RCO	Q65
I	63F	H58	8S3	RNE	PZD	AFC	E0R	JJ8	FHI	JKH
J	MKO	P4F	R43	ZHK	9GR	55E	A0H	DO0	FI6	FK8
K	U4H	FEG	JH1	D23	DCI	TXG	02G	9CP	PDI	SCQ
L	3BR	941	TPJ	84S	A2W	EPC	LJ0	N35	XIK	P57
M	840	GNS	Q4R	PY2	4CC	28D	3P2	9EG	QOQ	BD4
N	2RI	J70	HBY	57R	2VN	BXE	EM7	OIH	7E4	RE7
O	07M	MJO	J9P	58I	EZO	GVR	DLH	CNP	FCD	KJE
P	YZ6	D1Z	GI5	PC5	A9F	5U9	59R	K32	0XE	43I
Q	Q9I	3XD	IUO	NNP	B4K	4JW	M4L	3DE	E61	LU2
R	6HQ	X23	Y47	G2F	67E	8XR	86O	Q4O	HVL	S5U
S	MKN	4JP	FK6	1HA	DFA	9H2	C7O	4RG	XKF	LW0
T	WEZ	19P	0EI	N3M	OIG	5E1	UHR	Q4B	OBD	NY8
U	NYD	BXY	8C4	8H4	W9H	4L4	FAV	QMF	RMK	8CF
V	KKB	RF3	P0H	EGT	Z1L	9QH	C36	QOX	3LM	F68
W	63K	E9C	ASH	7KB	C9M	E83	QRD	6BQ	BPQ	B76
X	7T8	OAB	JAL	DUM	522	2I7	67V	TCR	H9C	DRI
Y	NBS	HL5	XFJ	QJO	518	JBL	FKM	H5C	509	4L6
Z	WBI	FXG	8Z8	78G	7NB	FCZ	QWB	O5O	8VF	E43
0	QHR	W59	0CO	0QB	HG5	GWA	CFJ	QHQ	8BC	I8P
1	EXV	U6F	OPO	MAH	O26	SGS	AUL	IXB	OH2	NE9
2	WNM	9P0	LU6	QPD	T0Z	20M	OHA	W77	7CM	YOA
3	30D	M2V	MYY	HLC	KZ6	EZR	D0A	QHI	5RI	E7R
4	LZN	S1E	C2V	T4A	BDN	HII	IOD	O7H	O41	EPI
5	PCV	EKN	6II	7A8	U4Q	9KM	60H	DGT	D70	66Q
6	2O5	4WH	551	X10	FCA	PO2	215	VOQ	R3Y	OCH
7	BEA	4K8	6CR	RPX	TF6	C27	48A	775	F55	3GA
8	QBE	BA6	NMM	JG7	BVS	6EM	GHE	CG2	ONI	FHT
9	KHH	PRQ	HJG	06N	GG6	NIS	ZBH	C5N	72P	OGG

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A	RHC	BN6	5VE	6I8	WSR	9IO	G1S	M5M	O7Ø	ZC2
B	19T	DW9	GR3	QMU	8OP	L9O	TJO	PGH	AYF	7DA
C	MWR	B1D	QMD	G2C	F4K	19L	LTF	P1P	R5B	RMJ
D	2R5	IGE	5G9	P49	IC8	38S	J3B	ECX	1VA	M6A
E	4AE	CNI	LKØ	1OA	SGR	GJD	7HB	9JF	S68	2BP
F	H53	KDE	6J1	U83	2AR	ØYA	5MG	63Ø	KØ1	JOK
G	KKE	ØVF	38Q	KAC	5QG	XIL	K78	CCB	DJT	GZ9
H	7MK	LD2	A2V	W4R	576	BXI	75A	4L1	A3Ø	25P
I	FEA	ZDA	NFM	Q54	IRY	ARM	MIN	AFO	GC8	HJF
J	KR3	AWA	71T	8ØG	67H	I3L	Z8U	1IQ	3C9	NME
K	CS4	DU9	L53	MJR	MO3	VDR	N88	4SØ	PHR	O9G
L	DWH	LF8	CUO	7ØØ	2Ø2	6IP	GMJ	DØN	3VR	38C
M	VQE	1H8	7J6	6HN	BQ6	ØME	DFE	TB7	CF3	3RY
N	E17	C77	NPD	YSD	MKE	3UE	KAL	HWO	MDV	LN9
O	L7I	55S	CE9	4WD	GA5	ØMA	OCE	PNJ	FGZ	43T
P	24O	CTF	74E	EME	MXM	9GH	JNA	8NP	JF5	CG4
Q	PJT	AV8	6WQ	FW2	QJT	IY3	3RU	6GM	HJF	OUK
R	B2S	J9V	94N	JFB	E1E	CID	QKG	GMI	P7Z	B3N
S	LDH	HOG	NXX	L37	86L	3IS	M68	I05	8RJ	X7D
T	LRØ	ZOK	5EN	ØLI	919	O5A	FJP	OCE	CD9	OJG
U	DLF	HLU	ORK	48K	93Q	1LL	NQJ	EE6	3PM	O3N
V	ØC8	AGC	QK9	4HS	ADM	WS4	JGA	ONU	Y7J	P6A
W	WLW	RPH	OQB	R79	H0P	1W3	CRA	QKI	U96	K0M
X	ZO8	RO1	62N	R47	YEW	E7D	K55	FW7	FZØ	754
Y	ZJT	A6V	A9D	7PJ	JLI	989	LQ3	42Q	D3H	PV2
Z	861	ØN2	1BO	OIA	H79	AAC	9SD	5M6	5G6	O0Z
0	QLH	G5R	9FS	LL8	10R	3EP	OEQ	O1K	I4Y	CBL
1	GAO	3ME	004	BI6	6HM	GHO	AWA	JDD	3Y	W77
2	M0I	LIC	IPB	A3I	5CØ	1GA	ØD9	C94	8MJ	FKJ
3	OLF	3PA	MHW	3KC	8ON	7D4	HMP	7KE	BL6	LO6
4	KMR	1AN	Y8D	EVC	DV2	O1L	Ø4O	U7S	J6K	7MJ
5	WJN	FXG	O1X	FMW	THM	JR7	I3N	331	3Y9	70S
6	74R	HZD	XDP	AF1	EVN	82J	OPY	5E7	APH	UPA
7	1FU	954	2X7	21J	2P5	B6Q	ER1	FLB	7HE	RL9
8	D3Q	O89	DH8	GIM	3BF	MAA	1AN	HW8	ZMD	HHL
9	N9H	9CJ	X68	4MI	H41	94I	4M9	NMR	OI1	5X3

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A	6ZB	N67	BON	ØQM	6NQ	14D	ER1	4TB	O9G	AAC
B	8F4	5O7	843	AVØ	K97	AA5	CM6	VGR	V5B	B85
C	XHI	N12	MMK	Ø5R	G8N	47X	9HØ	9DL	YIA	PSO
D	RGK	42W	VQL	1BN	OC1	MWQ	8PP	9K8	CC3	KGH
E	WA5	84B	3OP	6IT	AN7	QR2	AO5	8D3	L0V	MV4
F	P53	7VR	KDB	532	HP8	YSD	IIJ	M37	JGP	O4K
G	1N9	MSU	LAN	AØY	AEA	F6P	LHK	2IM	588	76B
H	Y88	FUA	5HW	Q8O	EFA	QØH	K6X	RTU	64I	UEK
I	MZI	ADK	67Q	VB8	OHW	MNV	TTL	46M	9GB	DK8
J	O43	VXU	3Y5	KW6	2YC	R33	OPA	ZHP	J2I	UGF
K	CYV	UOT	GYK	FN5	FXP	7DI	RFN	1H9	JRA	JP9
L	LHN	HUD	PA8	8FQ	4MW	MRF	KHH	EOP	I3A	E9K
M	O4F	H6E	1PK	N8I	645	WYL	RDN	I5Q	78A	CL4
N	L53	X7F	OEX	KUQ	5CB	B2F	L4F	KMT	EKB	RH9
O	WBD	QQN	5CD	4HG	5LL	95T	R39	3Q9	U7M	3A2
P	PT4	7WN	OC0	W6W	735	7S9	LIR	98I	932	M40
Q	OSX	JNA	P68	22O	FKL	N6H	ZQ4	N7A	IB2	5NO
R	HMP	SPO	HKE	5NP	BWS	NMM	EVQ	37Q	KW3	G84
S	408	FIC	M6F	4CR	MOK	7NU	IKY	OAG	WX5	76M
T	276	SU8	19N	TBS	CLW	2CC	Q8P	I35	AA4	3HE
U	QN3	LJK	KZR	X0X	3IY	T3I	FI4	D4E	EE7	V3B
V	U8F	F5O	700	7KH	E4Q	DHB	7QJ	E8P	3IH	T90
W	SL3	9RH	4SI	CNW	4OM	8J1	MH6	3FT	EAI	BRB
X	KFS	HUU	IR2	X7E	D39	6HQ	ECQ	QYW	TQC	9N2
Y	FRW	Y94	69V	853	L7A	1SO	OGE	KH6	F69	5HU
Z	RQM	VIE	PEU	QG9	ON7	33X	EFT	PQM	469	380
0	TVR	FJH	R08	DIC	3L7	OB2	GOV	246	NBL	195
1	6BJ	IVM	OIL	FV6	55Q	HML	PSG	FQV	E3I	SQG
2	J3I	ALM	NVL	AXY	4BG	S26	1P8	SO8	76H	NEG
3	KH9	FLN	C7H	NOI	IO6	8HJ	PE5	8TG	L0K	60R
4	WXY	OQN	D65	IJA	NLF	8D7	PL1	3HA	CF4	116
5	YN3	LOC	LM6	1AP	7NK	9EC	YSX	RBX	NAU	IEJ
6	GY	0RB	VIX	RCA	3H4	830	KM7	K7O	AUW	FTI
7	FLJ	3M4	BN4	JH7	49T	3MF	9CF	2XL	I82	9GC
8	K8G	B5E	W5H	23R	0MA	0PQ	MEK	8KJ	012	AT2
9	3L4	EQO	4S7	P0D	B3E	C1O	KPN	WZE	914	DHV

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	0	1	2	3	4	5	6	7	8	9
A	7JD	DQ7	XBP	ONR	VAF	EMC	7C2	CY5	054	IQW
B	3SC	AJL	E8H	BT5	QA1	H5E	DLF	8HM	X0H	N3D
C	Z97	Y3F	M4N	TQ3	O7Q	84C	EM4	NMP	XCR	URH
D	OOX	84D	10K	L04	GKR	HKQ	IRD	KRQ	KSK	RS5
E	DQD	27J	8JO	C7F	03Z	YBO	L7L	G2L	XPE	NBK
F	2I3	QEH	HID	SLI	9FZ	K0A	L8O	AIL	HLA	AGD
G	P0L	47A	2KR	2WM	CPT	2V0	Z5X	I0O	K47	M3F
H	O0T	FQL	0EG	RF4	JC6	J60	APT	8I0	8ZZ	CLZ
I	EMR	0OP	EWA	1CM	KAE	QF9	FLU	OXK	KJ2	QUE
J	KAE	ROO	BN1	0QC	BRU	ITS	0JX	QRR	3WO	F38
K	827	843	2JB	FI0	ZAB	P5V	BWN	X0Y	ENP	LVM
L	471	JOU	FNK	9A1	1DV	4DG	9X5	O6T	87B	L3R
M	UGJ	R8X	YEA	A2T	6RL	BAD	C79	DA2	BFU	FMJ
N	1VG	OXC	ANI	JGZ	FJD	MZC	CHS	3NQ	K37	PCI
O	8MN	7YM	Q8R	L4C	RXC	KOX	8HP	4YM	Y12	WT9
P	CH3	MU7	DIN	5JS	JP0	LAO	END	4QI	8P1	HBH
Q	38L	0AI	EN1	V65	72H	4LA	DDN	L9S	2D8	EIX
R	F8R	O8R	LN8	83H	47B	7HA	32P	48Q	E6A	PGG
S	6NQ	AGJ	3PK	LDI	AFN	W33	X0D	GU6	698	MGS
T	9VS	IJG	9J9	150	T7O	BAP	SEV	D2K	R8K	QV8
U	FA4	WFY	QMI	8ZL	DUH	CGP	R6N	6YH	0VF	031
V	98O	IA5	RL7	QCS	G8F	EI7	VEC	IRH	RU2	3FV
W	T0I	HR8	S49	T5J	FR0	G0I	TFW	Q85	L2I	V6R
X	BBI	Q23	T3F	KRA	GU8	CB5	M1M	PHL	0FS	47J
Y	JCO	JPJ	U83	GGO	HAZ	FC2	QUL	93J	465	EIP
Z	VM3	6RI	1Q0	NLK	88G	9S5	47W	B4X	P9O	LFR
0	ZHR	AZE	BIV	QK6	JA4	9SK	Q6I	S9G	Q2D	R5H
1	F8H	YFZ	4BJ	JO3	CEU	KQ4	G8L	QGJ	OFO	NCI
2	SUO	BLY	XRP	5JL	PYO	395	7FV	CAI	F7H	JM3
3	9R9	4OY	QMD	B8M	P76	31Q	P8A	072	LA4	L35
4	SR0	IJE	89E	V23	5R7	XKG	KQA	OBL	EDA	U9F
5	FT8	737	4BR	K78	A8S	O82	FX7	2HU	90K	921
6	D4O	0VS	K4L	O3P	V57	E5A	15K	4BP	T6P	89S
7	QF8	0V4	MSG	NUK	OAT	L64	ERS	1AG	Q3P	KYB
8	DP8	E48	HJ5	9MG	BNB	G1J	AIM	LVY	MU6	K7D
9	818	K2Z	4H8	5E2	E8D	[illegible]	CDL	QBF	FE8	BNG

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